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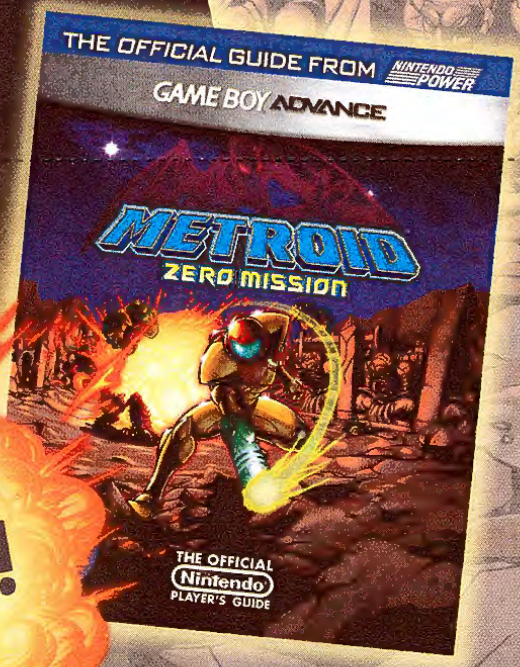

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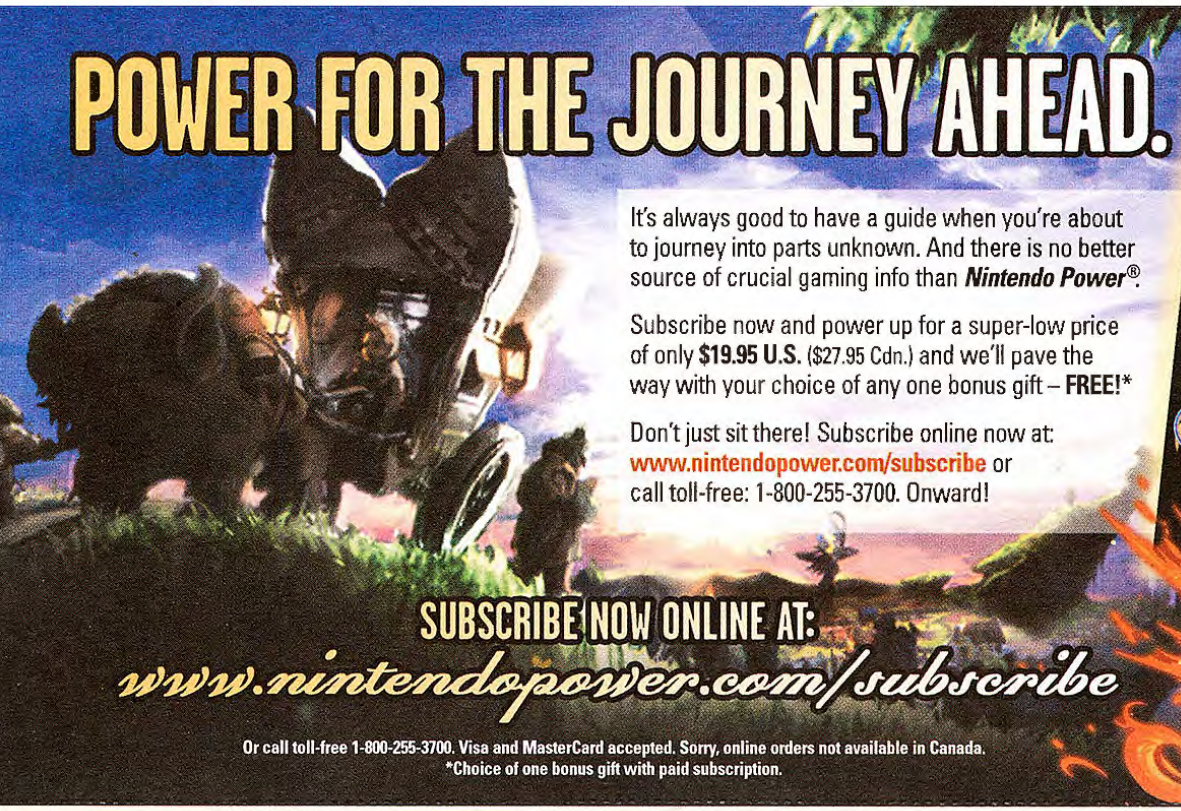

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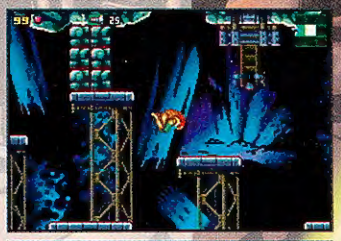

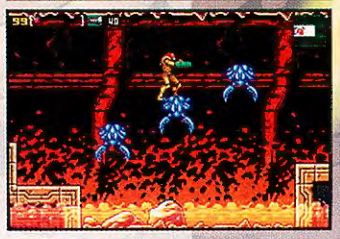

Metroid®: Zero Mission's beautiful backgrounds, intricately detailed characters and sharp cinema scenes are truly a dream come true for Game Boy Advance players everywhere. There's plenty of new ground to explore with Samus Aran as she travels to Zebes and battles the mysterious Metroids. And wait till you meet up with the Mother Brain!

CONTENTS

VOLUME 179—MAY 2004

GAME STRATEGIES

28 **Metal Gear Solid: The Twin Snakes**

36 **Pokémon Colosseum**
Now with an improved halftime show.

52 **James Bond 007: Everything or Nothing**

64 **MVP Baseball 2004**
More fun than watching George Steinbrenner lose the pennant.

90 **Scooby-Doo!: Mystery Mayhem**
Spoiler alert: The evil ghost is actually a grumpy old man.

94 **Worms 3D**

104 **Samurai Jack: The Shadow of Aku**
Who dares to summon the Shogun of Sorrow?!

110 **Yu-Gi-Oh!: World Championship Tournament 2004**

114 **CT Special Forces 2: Back to the Trenches**
Yay! Trenches are fun!

28 Gear up, dog.

SPECIAL FEATURES

46 **Custom Robo**

60 **Shrek 2**
You'll play it ogre and ogre again. Wha ha ha ha!

74 **Spotlight on Capcom**
Live from Vegas! Resident Evil 4 and Killer 7!

78 **Harry Potter and the Prisoner of Azkaban**

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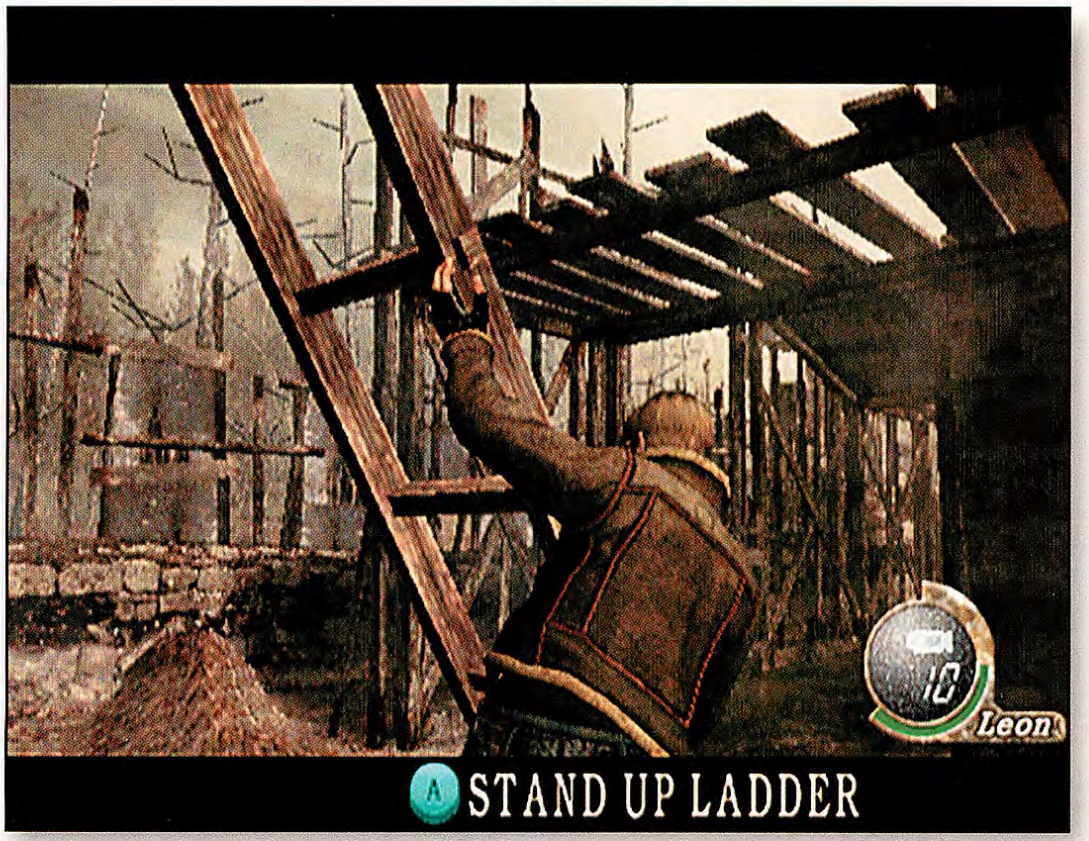


74 In the new version of This Old House, the host is eaten by zombies at the end of the show.

DEPARTMENTS

8 Player's Pulse

14 Nintendo Online

16 Game Watch

24 Power Charts

26 Power On

68 Classified Information

82 Epic Center

89 The Crossing Quarterly
Get that house in order!

98 Player's Poll Sweepstakes

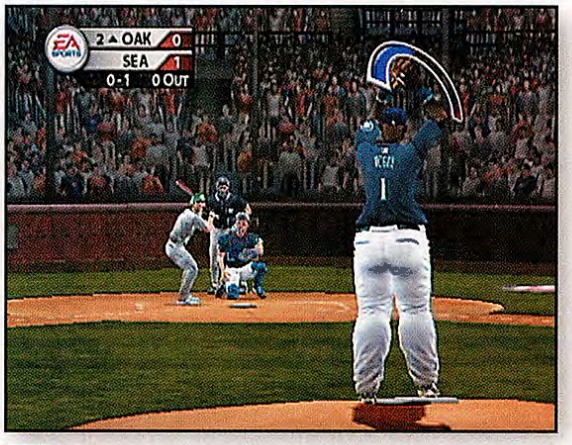
100 Pokécenter

118 Now Playing

124 NP 411

126 The Nindex

128 Next Issue



64 Who says pitchers aren't athletes?

114 Somehow, this doesn't look very safe.

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PLAYER'S PULSE

We love hearing about a little friendly competition among gamers. This month we're highlighting two fan groups in addition to bringing you the latest tips and news you want! Scope out your fellow readers' ideas for the Nintendo Power Awards categories on page 10.

MINERAL TOWN MYSTERIES

In Harvest Moon: Friends of Mineral Town, I have my hammer upgraded to its highest level. There is a rock in the forest area and when I look at it, the game tells me that even though my hammer is level five, it still cannot break this rock. How do I break the rock?

Andrew B.
Via the Internet

It's true, the level-five hammer (the Mythril Hammer) isn't strong enough to break the stone in the forest. But there's hope: the Mythril Hammer is not the most powerful one. You can find the level-six Cursed Hammer in level 59 of the Lake Mine (the mine that is open in the winter). Use the Cursed Hammer for 10 consecutive days to transform it into the Blessed Hammer. Both the Cursed Hammer and the Blessed Hammer will break the large stone in the forest.

In Harvest Moon: Friends of Mineral Town, I wanted to go to the Starry Night Festival, but I couldn't find it! I checked Rose Square [and] Mother's Hill, but no one was there. Now I have to wait a whole year until it comes back. Where is it?

Sciencekid13
Via the Internet

The location of the Starry Night Festival differs depending on which girl you spend the evening with. Seek out your favorite girl after 6:00 p.m. on the 24th day of winter to share dinner with her family. You can find Ann at Doug's inn, Elli in Ellen's house, Karen in the supermarket, Mary in Basil's house and Popuri at the poultry farm. Attending the Starry Night Festival will raise your affection with the girl whose family you visit.

RPG GEMS

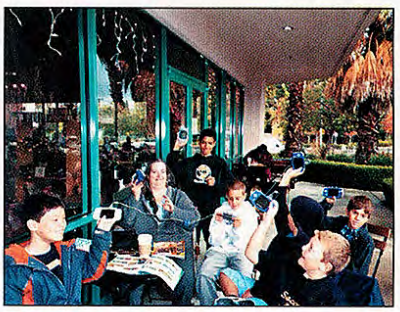
I really like GCN games, but I can never find the perfect video game that suits my personality. The closest game I've found is The Legend of Zelda: The Wind Waker, but I still feel as if there [must be] a better GCN video game with the following characteristics: an adventure with some medieval weapons (swords, bow and arrow, wand, etc.), some comedy, puzzles and a tad of RPG. I would greatly appreciate it if you would help me out with my dilemma.

Harrison B.
Massachusetts

The first two GCN games that come to mind are Sega's Skies of Arcadia Legends and Namco's Tales of Symphonia—both are epic RPGs with all the elements you're looking for. If you haven't checked out Skies of Arcadia Legends yet, do so! It's already out, so you should be able to find it in stores. We're eagerly awaiting Tales of Symphonia's release later this year. Check Epic Center in every issue of NP for the latest on RPGs.

LETTER OF THE MONTH

I thought you'd like to see my fledgling Game Boy Club. We got started last summer when I saw Vlad playing his Game Boy in a local coffee shop [that] I go to on the weekends. He was sitting with his dad, [so] I walked up and asked what he was playing—it was Golden Sun: The Lost Age. I asked if he had the first one (he did), and [if] he transferred the clear data. He tried but was unsuccessful. I explained how to do it and the next weekend he said it worked. It turned out that he is also a Pokémon fan—so our club was born. Now we have 10 members and we always have room for more. In the picture, from left to right are: Will, me, Kyle, Jake, Joe, Vlad and Austin. Not shown are Andrew, Ari and Tim. By the way, do you have new software that takes off the extra 10 pounds that the camera adds?! Ha ha! I wish!



Cheryl G.
Via the Internet

NP KREW TEAMWORK

I was looking in the 411 section at the contacts for Nintendo and saw all the different e-mails to NP. That got me wondering. In all the pictures of the [NP Krew], I see most of the same people, but I just figured it was all one big crew. Then I thought about the different contacts and sections of the magazine. So, does NP have different sections that different people work on? Like a few on Power On, and then on Game Watch and such? Or do you all take turns and just pitch in and help?

Kevin
Via the Internet

The entire NP Knew is in the same location, but the magazine work is divvied up among us. Each monthly column is preassigned to a writer-and-designer team. The different contacts you see in the 411 section are there so that your letters and e-mails go to the writer responsible for the monthly column you're responding to.

COLOSSEUM BUZZ

In [the Story mode] in Pokémon Colosseum, can you catch and raise wild Pokémon? Also, can Pokémon raise in levels?

Tinason91
Via the Internet

Great question! You can Snag Shadow Pokémon, which differ from wild Pokémon, in Pokémon Colosseum's Story mode. After you purify Shadow Pokémon, they can raise in levels. You can find detailed answers to your questions in the Pokémon Colosseum preview in Vol. 178, and in this month's extensive review starting on page 36.

NINTENDOFEST 2004

I'm a big Nintendo fan and have a lot of games. Every year, my friends and I have a big Nintendo party. We call it the Nintendofest! At the First Annual Nintendofest, we just played games any way we wanted to. This year, we had a competition. It consisted of 17 events, and we [scored] points. Whoever had the most points at the end won a trophy. It was seven-and-a-half hours of Nintendo madness! We plan on doing it every year.

Jackson S.
South Dakota

Wow, you look like a pretty tough group of gamers! We love hearing about fun gaming gatherings. Thanks for sharing your experience with us, and good luck with your next Nintendofest!

IDENTITY CRISIS

Last time I logged onto My Nintendo, I checked My Profile. I noticed that screen names for chat forums can't be changed from there. I tried to change [my screen name] from all of my other personal profiles, but I still couldn't find a way. Is there any way to change it?

Bob S.
Via the Internet

N-Sider Community members recognize each other by screen names. Because your screen name is so closely tied to your presence in the community, we do not allow screen name changes unless your name is inappropriate or too long.

IS THAT YOUR FACE?

In Animal Crossing, there's a rabbit in my town and she has a face like a gyroid. Her name is Coco. I'm wondering if she's a glitch or if she's a real villager?

DragonsBlaze99
Via the Internet

Don't let poor Coco hear you calling her face a glitch! Coco the rabbit was designed to resemble Animal Crossing's wacky gyroids—odd as it may seem, she's supposed to look that way.

DIVERSE GAMEPLAY

In FFCC, if you start out solo, can you still play multiplayer larer on in the game [if] you can't beat a boss or something? How about if you started off [in] multiplayer? Can you change to solo-player after you've played awhile?

Emily T.
Texas

Yes to all of your questions. Whether you start out solo or with friends, you can always play Final Fantasy: Crystal Chronicles alone or with up to three friends. That's one of the amazing things about FFCC—no matter where you are in the story, you can play it alone or bring along friends. However, the game takes into consideration how many players there are and adjusts the difficulty accordingly—so a boss that you fight solo won't necessarily be easier with friends! In fact, the tactics you use playing solo are different from the ones you'd use with a team.

ON THE HORIZON

I heard about the Mega Man Anniversary Collection and I was amazed! That is really cool. I also heard [about] Mega Man Mania, a collection of the Game Boy Mega Man games, which are very good, too! Is Mega Man Mania a rumor or is it true?

Trace J.
Via the Internet

Mega Man Mania is a reality, and is scheduled to come out in May. Capcom's packed GBA title will feature five Mega Man games from the NES and the Game Boy, ranging from Mega Man to Mega Man V. The games that were originally released in black-and-white will appear in their original version as well as in a color version.

I had never heard of the Harvest Moon series until recently, but I'm really excited for its release on the GCN! My comment involves something that I saw on the Nintendo website—apparently you guys are considering releasing a girl's version of Harvest Moon: A Wonderful Life. I totally support that notion and am interested in hearing more about it! As a girl, I think that would make the game that much more enjoyable and fun!

Brittany R.
Via the Internet

You heard right! As we revealed in last month's Game Watch, Natsume is currently working on alternate versions of both A Wonderful Life and Friends of Mineral Town. The main character will be a girl—a first in the Harvest Moon series. The two games will be released later this year. Stay tuned; we'll have more info in upcoming issues.

RUMOR BUSTERS!

I have a question about The Legend of Zelda: Collector's Edition promo disc. My friend thinks that someone would never give away four free games, so he thinks that they aren't the full versions. I, on the other hand, think that they are full versions. Please tell us who is wrong! P.S. This doesn't include the 20 minute playable Wind Waker demo.

megawarrior
Via the Internet

All four Legend of Zelda games on the Collector's Edition disc are full versions. Shame on your friend for spreading such a rumor—set him straight!

POWER AWARDS: CATEGORIES YOU WANT!

You sent in some great Power Awards category ideas this year! It was a tough decision, but we chose 10 of the best ones as online categories. Check them out and cast your votes at nintendo.com. Here are some of the other category ideas your fellow readers thought up. You never know, we may use some of these next year!

A fun category would be Coolest Weapon/Power Up. A nominee could be something like the Chain Chomp item in Mario Kart: Double Dash!! or the hammers in Mario & Luigi: Superstar Saga.

Codi P.
Via the Internet

I think that a good new award [category] would be Most Resourceful Use of a Foodstuff or Best Connectivity.

Evafellows
Via the Internet

Something normally overlooked [in the Nintendo Power Awards] are the outfits which can sometimes be quite odd, yet cool. So, this year there should be a Most Imaginative Outfit award. I'm sure that Crystal Chronicles would make the top three.

FrostDragoon2006
Via the Internet

I'd choose a Best Story or Plot category. If you take Animal Crossing, for instance, your story plot is to lead a life, collect different items and make friends with your fellow townspeople. Or you could choose to nominate a game like Final Fantasy: Crystal Chronicles for its plot of collecting myrrh for your village to survive, defeating monsters, getting stat-boosting artifacts, and making your party stronger with [new] weapons.

finalfan
Via the Internet

My idea is Cutest Girl. The choices would be: Amy Rose, Princess Peach, Princess Zelda, Cassandra from Soul Calibur II and Jade from Beyond Good & Evil.

Capt'n Neo
Via the Internet

I think there should be a category for best artwork in a game manual. Sometimes, when I buy a new game, I become so entranced by the artwork in the manual that I actually forget that I bought a game.

Karri H.
Via the Internet

I think one of the categories should be Best Game Commercial. Who wouldn't remember the Mario Golf: Toadstool Tour commercial, with the guy who didn't want to get his ball due to the Chain Chomps in the sand traps?

Bob J.
Via the Internet

I think the following NP Award categories would be interesting:

1. Most Overrated Game. We always see what is underrated, but what about the game that people give too much credit to?
2. Worst Use of Hairstylists. Video game characters are so popular, they must have personal hairstylists, right? Yes, DBZ: Budokai, I'm looking at you.
3. Oddest Word/Phrase in a Title. Budokai? Falsebound Kingdom? Oddworld? Some titles just make you scratch your head.
4. Coolest New Name. There were so many good games that used some pretty darn cool names, such as Dullahan, Popple, or even Seung Mina.

Matt L.
Via the Internet

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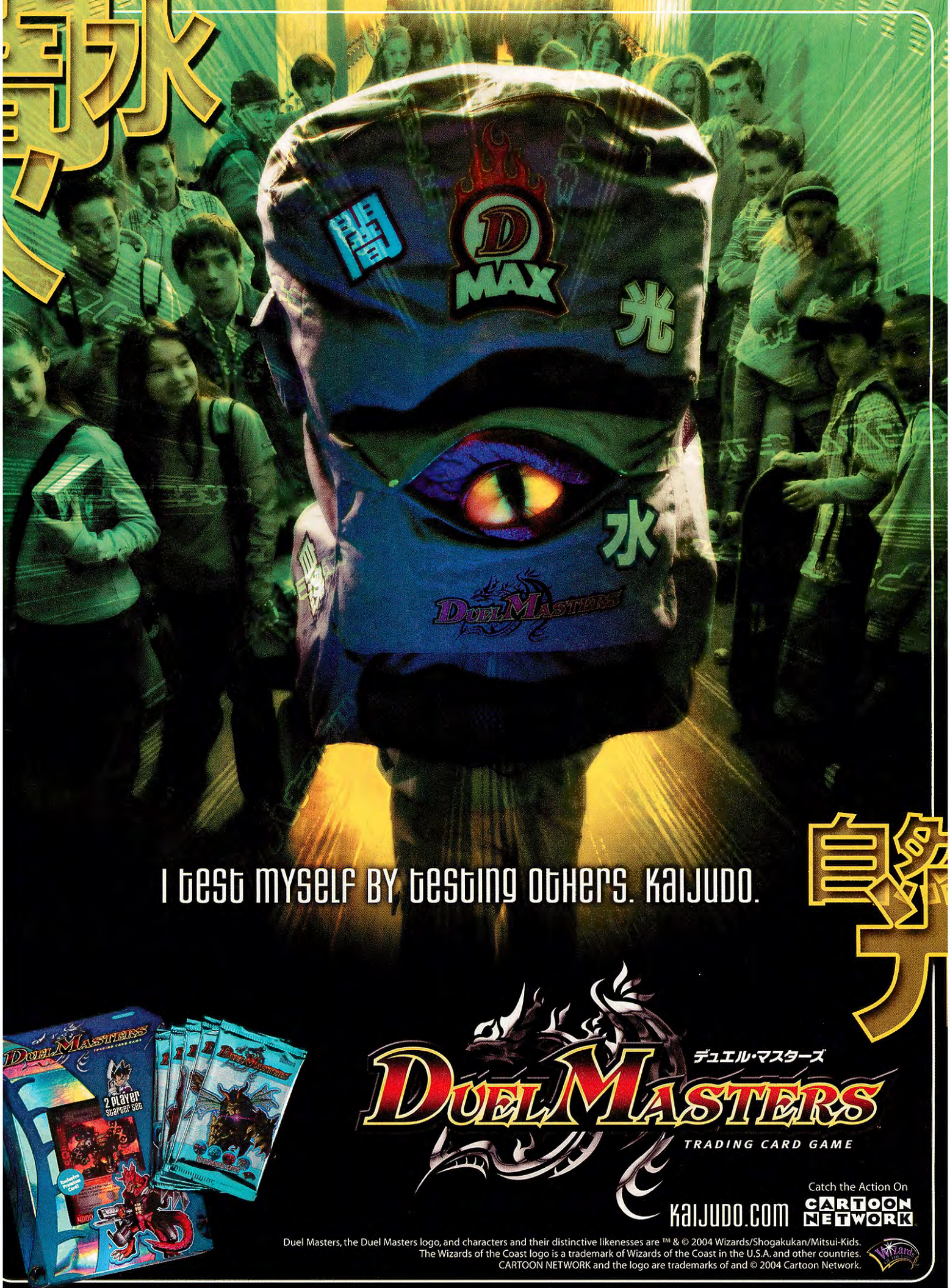
WRITE AWAY, RIGHT AWAY

A lot of technology and creativity goes into every Nintendo console and game. Have you ever wondered what goes into the making of your favorite video game? How many people work on a game? How does a game go from an idea to a finished product? Send all the questions you've been dying to ask to the addresses listed in the 411 section on page 124.



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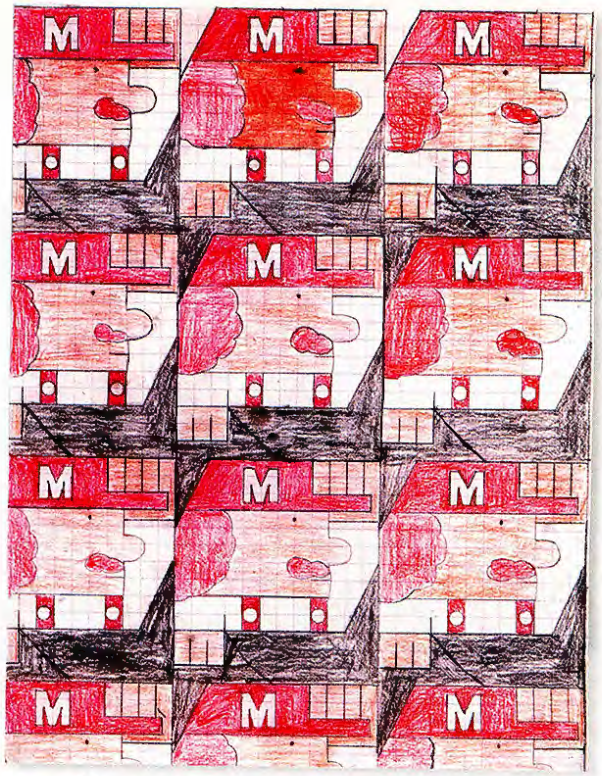
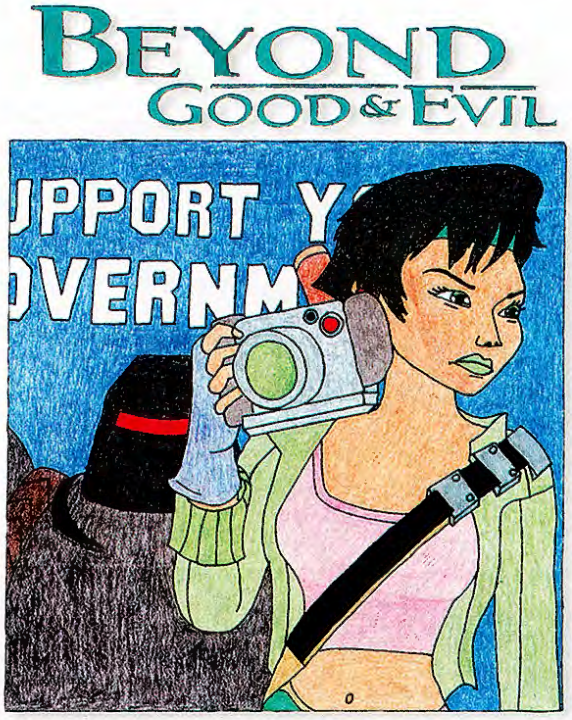
Michael F. • Texas



Jason M • Kentucky



Megan B. • Washington

Yasu K. • Washington

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WarioWare Wackiness

www.warioware.biz

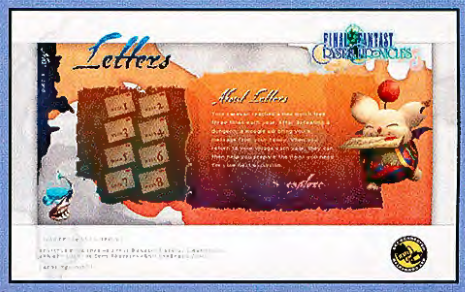
Wario and company were so raucous that we had to give them their own place to party—and you're invited! The festivities start when the official WarioWare site goes live at the end of March, and it'll sport all the groovy style of WarioWare, Inc.: Mega Party Game$ for the GCN. Each character has his or her own room, filled with minigames, downloads and other fun stuff. Jimmy's swingin' disco room is one of our faves! And if you think you have what it takes to beat the NOA game pros, give it your best shot—we'll post our top WarioWare minigame scores on the website—compare your best scores against ours to see how you measure up.

What's a party without friends? On the site, you'll be able throw a mega party with WarioWare flare for yourself and up to three friends. Customize your party by choosing a room design, a set of Flash-based minigames and, last but not least, a WarioWare character (such as Kat, Mona or 9-Volt) to host the party. Send e-mail invitations to your friends and let the party begin! Your room's leaderboard will keep track of your minigame scores. If a virtual party isn't your thing, you can throw a real one. That's right, the site lets you organize a real WarioWare party and use the special invitation system to send the word out to your friends. Let's get this party started!

You've Got Moogle Mail

ffcc.nintendo.com

Everyone loves mail, especially Moogle mail. Once a week for eight weeks, the mail Moogle brings a new letter to the Final Fantasy: Crystal Chronicles website. Each letter from Roland Tipa includes insightful wisdom, a link to detailed strategy articles on nintendo.com and free downloads, such as gorgeous Crystal Chronicles wallpapers. Visit the Letters section of ffcc.nintendo.com to read and answer Roland's correspondence—choose the correct response to unlock each letter's secrets.



Let Your Voice Be Heard

www.nintendo.com/community

Have you ever dreamed of writing your own game review? Is there a game you're dying to tell the world about? Well, now you can as a part of the NSider community on nintendo.com. We've added a new section to the NSider Forums called Now Playing. It works similarly to the Nintendo Power column of the same name, but *you* are the reviewer! Love it? Hate it? We want to hear about it—speak up and tell your fellow gamers what you think. The NSider community is always growing, so get involved. A new batch of Sages (shown on the right) were recently hand-picked. If you haven't been chosen yet, don't fret. We're always on the lookout for more. Great job, everyone!

New Sage Crew

1. IOOOXPOOI:)
2. *KAJI*
3. LINK_88
4. LION
5. NS-TSTODDEN
6. SHOGUN
7. THEGREATFOX
8. TML86
9. TORCHTITAN
10. TYPOBOX

WANT TO CHAT WITH THE PRO PLAYERS AT NINTENDO POWER? VISIT NINTENDO.COM AND JUMP INTO THE CHAT—NOW OPEN TO EVERYONE!

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GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS

Pikmin 2 will debut in Japan soon, and we've got exclusive screenshots of the encore adventure. Players can expect plenty of updated features, including new types of Pikmin.

THE SPOTLIGHT

WarioWare, Inc.: Mega Party Game$

The NP Krew puts Wario's wacky party game for GCN through the multiplayer wringer. Don't miss our fabulous findings!

Mission: Impossible—Operation Surma

Technology, stealth and superagent Ethan Hunt star in Atari's first Mission: Impossible game for Nintendo GameCube.

Samurai Jack: The Shadow of Aku

How'd they do it? We tracked down Samurai Jack's development team and grilled them until they divulged their deepest secrets.

Future Tactics: The Uprising

It's an adventure, a strategy game and an RPG! Can Crave's Future Tactics: The Uprising cater to every taste?

Tom Clancy's Splinter Cell Pandora Tomorrow

Stealth reigns on Game Boy Advance. GW takes Ubisoft's upcoming covert ops game through its paces.

Astro Boy

Astro Boy rockets onto the GBA scene this month in our exclusive, hands-on Game Watch trial. Conclusion—it's out of this world!

THE GAMING NEWS FOR MAY 2004

GOLDENEYE WILL RETURN

GoldenEye 2—coming to Nintendo GameCube this fall—will make a radical departure from EA's previous Bond titles by putting players in the role of a 00 agent gone bad. How bad? He joins forces with supervillain Auric Goldfinger in an attempt to control the world's greatest criminal organization.

FREE RADICAL DOES TWO

Free Radical Design is busy developing TimeSplitters 3 and Second Sight for GCN. TimeSplitters 3 is the next chapter in the successful TimeSplitters shooter franchise featuring time-traveling heroes. Second Sight combines stealth, shooting action and psychic abilities in an original story. Electronic Arts will publish TimeSplitters 3, but a publisher hasn't been announced for Second Sight. Both games are on schedule for fall releases.

AT HOME WITH THE MOVIES

Celebrated game developer Peter Molyneux (creator of Black & White) is teaming with Activision to bring The Movies to GCN this fall. In the game, you'll run a Hollywood studio—hiring actors, choosing scripts and prognosticating what fickle movie-going audiences will pay to see. We suggest including Hobbits.

GAMEBREAKING NEWS

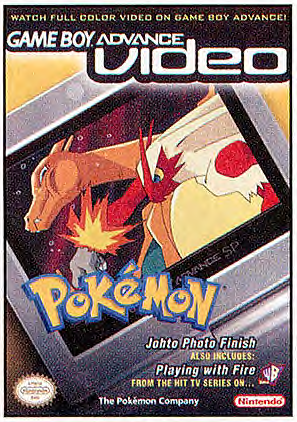
Argonaut (I-Ninja's developer) is working on EA's GCN Catwoman game, which is based on the upcoming film starring Halle Berry. Additionally, EA and Marvel jointly announced development of a fighting game that will feature 100 Marvel characters and original EA combatants. Atari has confirmed that Dragon Ball Z: Super Sonic Warriors is coming to GBA this summer. BAM! Entertainment has acquired Scottish developer VIS, and The Simpson's Hit and Run developer Radical Entertainment will create games exclusively for Vivendi Universal Games.

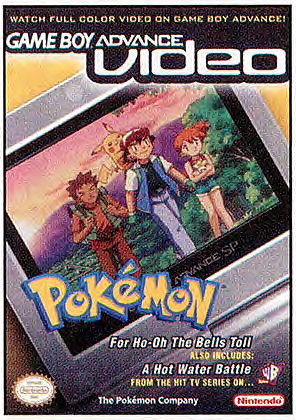
THE RATINGS GAME

Do you need help deciding which games are right for you? We recommend reviewing Entertainment Software Ratings Board (ESRB) ratings and descriptors printed in Nintendo Power reviews, in the Now Playing column and on game advertisements that appear in the magazine. Games are rated E (for Everyone), T (for Teens) or M (for people 17 or older). Descriptors included as part of the ESRB rating alert consumers to elements found in the game, such as violence or blood. Nintendo Power fully supports the ESRB's rating system and urges players and parents to use the ratings that appear on game packaging and in Nintendo Power magazine to help them make informed choices. If you would like more information about the ESRB and game ratings, call 1-800-771-3772 or check out its website at www.esrb.org.

POKéMON TV PLAYS ON GBA

There's a new way to play on GBA! With Game Boy Advance Video cartridges, you can play episodes of *Pokémon* and other beloved TV shows on Game Boy Advance. The first GBA Video cartridges will hold two full-screen, color episodes and include fast-forward, pause and rewind controls. Subsequent GBA Videos may contain up to 90 minutes of video, or perhaps a mix of video and gameplay. Nintendo will kick off the fun this May with a pair of GBA Video cartridges, each featuring two episodes from the hit *Pokémon* TV series: "Playing with Fire" and "Johto Photo Finish" on one video, and "A Hot Water Battle" and "For Ho-Oh the Bell Tolls" on the other. Nintendo, Majesco and other publishers will release new videos on a regular basis following GBA Video's debut. Majesco will roll out shows from Nickelodeon's cartoon lineup, such as *SpongeBob SquarePants*, *The Fairly OddParents* and *Jimmy Neutron: Boy Genius*. It's the start of something huge! Just watch and see.





PLAYER'S CHOICES EXPAND

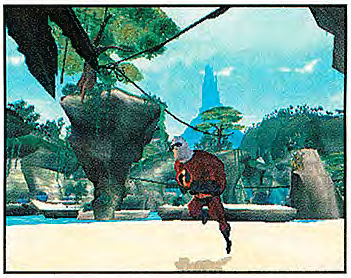
Nintendo's Player's Choice series is getting two incredible new titles: Metroid Prime and F-Zero GX. In early May, both acclaimed titles will sport the new Manufacturer's Suggested Retail Price of $19.99.

MARIO AND DK REUNITE

Mario vs. Donkey Kong for GBA borrows gameplay elements from vintage Mario and Donkey Kong titles, such as climbing vines, avoiding hazards and collecting keys, presents and other items. Players guide Mario through six worlds in which DK has dropped a hoard of mini-Mario figures. Our favorite plumber must solve puzzles, defeat bosses, guide mini-Marios through tricky mazes and collect all the mini-Marios. The fun is scheduled to begin at the end of May.

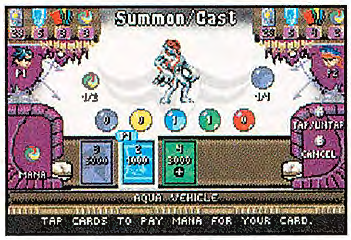
INCREDIBLE HAPPENINGS

The biggest movie event of the year may be Disney and Pixar's *The Incredibles*, and THQ is onboard with The Incredibles games for GCN and Game Boy Advance. Both the film and games revolve around the exploits of a family of superheroes who live a quiet suburban life—until they're called upon to save the world. Each family member has a unique superpower that will play an important role in the games as players guide the clan through action-packed stages. The Incredibles will hit GCN, GBA and the silver screen this November. We'll bring you more on Bob, Helen and their Incredible kids in future issues of NP.



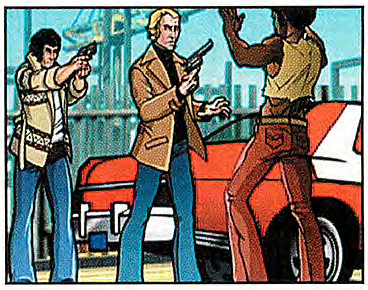
DUELING DECKS

The biggest trading card game craze in Japan these days is Duel Masters, but the game actually hails from Wizards of the Coast right here in North America. With four million decks and 100 million booster packs sold in Japan, Duel Masters caught the eye of Atari, which is bringing it back across the Pacific in an exclusive Duel Masters GBA game later this year. A Cartoon Network TV series will precede the GBA game. Welcome home!



THE RETRO POLICE

The '70s crime-fighting TV drama *Starsky & Hutch* is popping up all over. Ben Stiller and Owen Wilson's campy film is getting most of the press, but Empire Interactive is nosing in on the fun with an arcade-inspired driving game for GCN. Players take the wheel of a groovy striped Ford Torino, chase bad guys through town and take shots at huge bonus targets that appear above the road. Actor Antonio Fargas lends authenticity and voice talent to the game's Huggy Bear character. The soundtrack is funky retro, and the gameplay makes for an upbeat diversion from the 21st century.



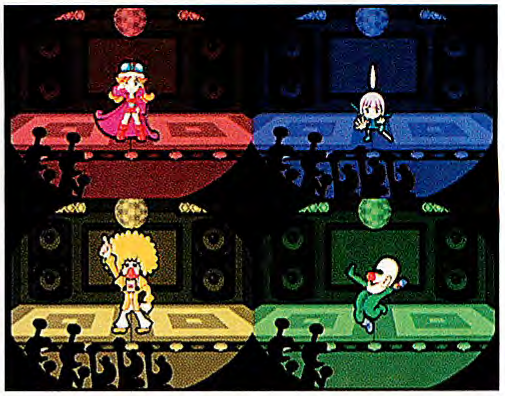
WARIOWARE, INC.: MEGA PARTY GAME$

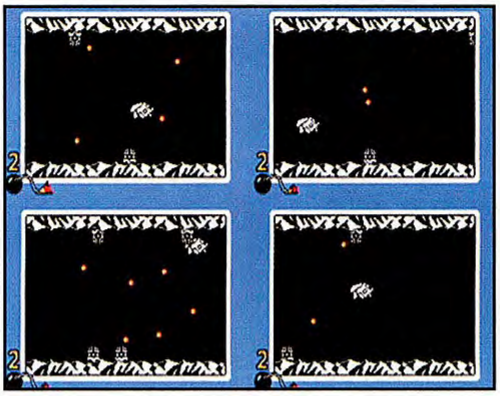
Game Type: Minigames
Publisher: Nintendo
ETA: April 2004
System: Nintendo GameCube

Mario's maniacal alter ego sets the software industry on its ear again with a GCN party-game reworking of WarioWare, Inc.: Mega Microgame$. A handful of new tension-filled titles join the original batch of more than 200 fast-reaction exercises in a collection of competitive and cooperative activities for up to four players.

The nine party games, put forth by Wario, Jimmy, Mona, 9-Volt and the rest of the WarioWare gang, range from silly to surreal. Mona asks players to carry out wacky physical stunts while taking on a chain of four-second puzzlers, cabbies Dribble and Spitz offer a space-themed strategy game and 9-Volt presents an e-Reader-style card game that contains his old-school titles. Bonus unlockables include four-player variations of minigames Jump Forever and Paper Plane. The party will get started in early April.

Dr. Crygor's Balloon Bang challenges players to complete microgames under intense pressure.


In Jimmy's Survival Fever, players show their moves and attract a Mr. Game & Watch audience.

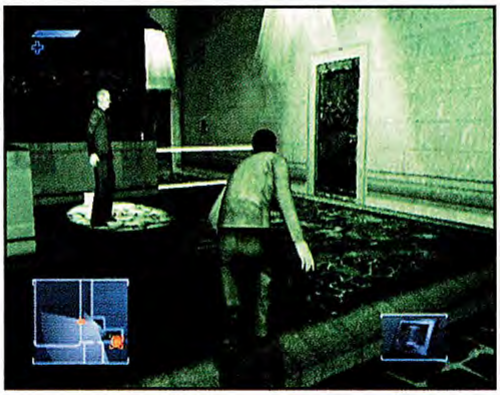

Up to four players face off in a contest of survival of the quickest.

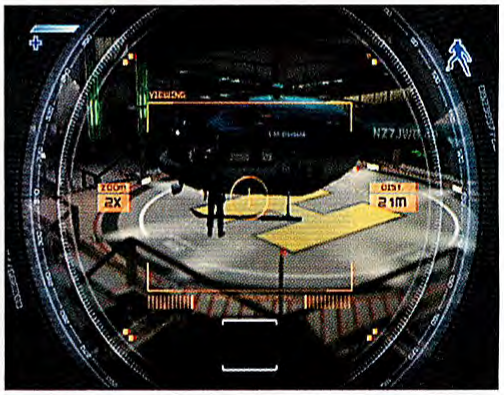
Eliminated participants attempt to distract competitors who are still in the game.

MISSION: IMPOSSIBLE—OPERATION SURMA

Game Type: Stealth Adventure
Publisher: Atari
ETA: March 2004
System: Nintendo GameCube

Reprising his film role of computer expert Luther Stickell, Ving Rhames offers advice to player-controlled IMF team leader Ethan Hunt in the GCN debut of the original stealth-adventure series. Superspy gadgets, sneaky maneuvers and a lot of shadows aid the agent in his hunt for the truth behind the mysterious Surma Corporation's play for world dominance.


Ethan Hunt's night vision reveals otherwise-invisible traps, such as laser tripwires.



Luther Stickell taps into computer systems, giving you a view from enemy surveillance cameras.

FUTURE TACTICS: THE UPRISING

Game Type: Strategy
Publisher: Crave
ETA: April 2004
System: Nintendo GameCube

Mixing turn-based strategy with real-time action, Future Tactics: The Uprising is an explosive look at life among the alien hordes. In the 19-level single-player adventure and the two-player battle mode, players choose from 18 characters with unique attitudes and abilities. The game will satisfy your hunger for apocalyptic antics in the not-too-distant future.

Combatants move freely within a defined area and put themselves in strategic positions.

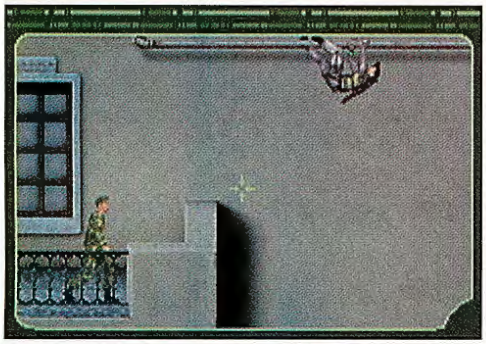
Line-of-sight firing is a three-step process that calls for a steady hand and quick reflexes.

TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW

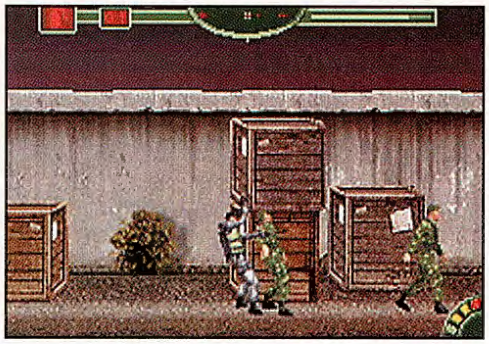
Game Type: Stealth Adventure
Publisher: Ubisoft
ETA: March 2004
System: Game Boy Advance

The difficulty is intense and the stakes are high in Sam Fisher's GBA-exclusive nine-mission campaign to pull the plug on a terrorist plot. Using night vision to navigate dark passages and thermal vision to detect laser traps, the NSA lone wolf infiltrates enemy-rich hideouts, searches for hostages and gathers intelligence. In more than a dozen minigames, the agent cracks safes, picks locks and hacks into computer networks. Graphic improvements over the original GBA Splinter Cell title emphasize light and shadows, making dark alcoves and corners perfect hiding places. If you're looking for a 2-D adventure that makes strategy and puzzle-solving paramount to gunplay and button-mashing, you'll love this spy thriller.

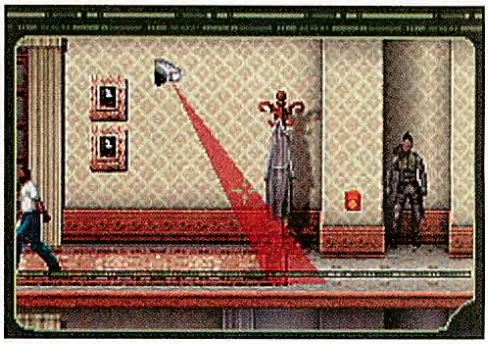
Stepping out from the shadows, Sam Fisher surprises unsuspecting targets.



Doing his best Spider-Man impersonation, the acrobatic agent hangs around, waiting for his opportunity to strike.



One swift and silent move from behind takes guards out of the picture in a hurry.

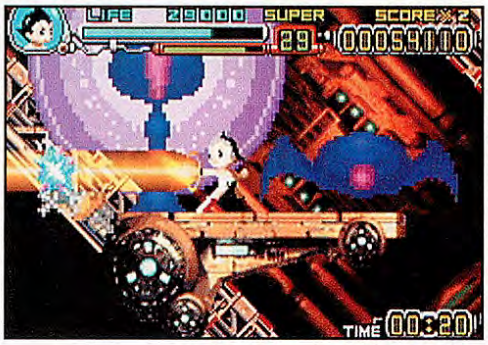


If the agent is caught on tape, the mission will end. Sam doesn't want any time in the spotlight.

ASTRO BOY: OMEGA FACTOR

Game Type: Platformer
Publisher: Sega
ETA: Summer 2004
System: Game Boy Advance

The boy robot with human emotions taps into his EX Power to take on an army of mechs gone wild in Sega's jet-powered 2-D platformer. With a nod to the Mega Man classics, Astro Boy is loaded with wacky robots, tense laser battles, lots of hopping and flying and the Japanese phenomenon's secret weapon: the Omega Factor.



A blast from Astro Boy's arm cannon eliminates all alien creatures in its wide path.

Tackling large flying beasts that conjure flaming showers is all in a day's work for Astro Boy.

NINTENDO AND DIGIPEN TAKE THEIR ACADEMIC ALLIANCE TO THE NEXT LEVEL

To honor its commitment to academic development in the video game industry and to further its relationship with DigiPen, the first school ever to offer bachelor's degrees for video game programming, Nintendo has announced that it is sponsoring a professorship at the school. The five-year program is the first of its kind offered by Nintendo. "The industry is always looking for talented people who can take us to the next level," says Jacqualee Story, executive vice president of business affairs at Nintendo of America Inc., "and this professorship will help strengthen DigiPen's dedication to its students and our industry."

DigiPen founder Claude Comair and Jacqualee Story commemorate the announcement of Nintendo's professorship program.

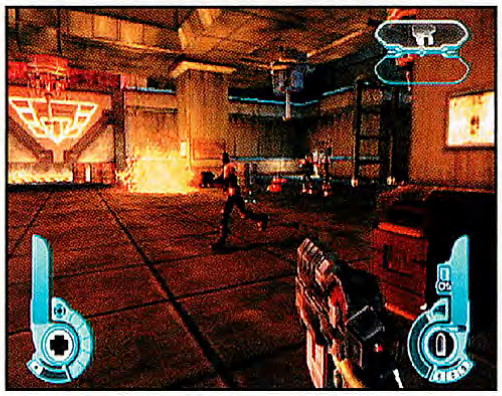
MAY GALLERY

As the weather warms up for spring, screenshots of sizzling sequels grace our gallery. May flowers bring thoughts of our favorite sprouts and the much-anticipated Pikmin follow-up. We also have news of the next CT Special Forces actionfest and the return of Judge Dredd.

CT Special Forces 3: Navy Ops
The job of the CT Special Forces is never done. Our contacts at Hip Interactive tells us that the third installment of the CTSF series, due out this fall, will be the most challenging CTSF exercise yet. Look for CTSF 2 strategy on page 114.

Judge Dredd: Dredd vs. Death
The citizens of Mega-City One alternately fear and revere the long arm of lawman Judge Dredd in first-person-perspective shooter Dredd vs. Death. When vampires descend on the 22nd-century metropolis, Dredd sets out to finish off the fanged fighters before they take a bite out of the populus.

Pikmin 2
Introducing purple and white! Our new Pikmin 2 shots show glorious closeups of the latest creatures to join Captain Olimar's fold. Purple Pikmin display unmatched power, but their pale pals can go where no Pikmin has gone before: into poisonous gas clouds.



ADRENIUM STEPS OUT OF THE SHADOWS

Although the ride was a little bumpy, developer Adrenium Games weathered a midproduction change in publishers to complete Samurai Jack: The Shadow of Aku. Capturing the style and energy of the Samurai Jack *TV series, the game is a cel-shaded 3-D adventure that presents clever environmental puzzles, lots of hidden items and satisfying gameplay elements such as slow-motion Sakai mode. Producer Alex Pantelias answered our questions about bringing the sword-wielding hero to the GCN.*

GW: What makes Samurai Jack a great video game character?

AP: Samurai Jack is all about action. Jack is in the future and he does not know or recognize the world he travels upon. Each episode starts with Jack in a new environment, one that he must explore and become familiar with. This lends itself to the game, where a player is also faced with exploring a new environment, navigating its pitfalls and traps, and of course, slaying Aku's evil minions. Just like in the TV show, Jack is always on hand to help out the innocent residents of this futuristic world.

GW: Early on in the game's development, how did you describe the type of game that you wanted to make?

AP: Action, action, action! All of our early discussions involved what we really liked about the TV show. The overwhelming response from the team was how cool Jack looked as he sliced and diced through endless enemies. Of course, from an artistic standpoint, we also loved the look and feel of the show and wanted to replicate that in the game. I think the game turned out relatively close to our initial vision. As in most game development you never get to do all the stuff you want to do, but we devoted a lot of resources to making the player control and AI work to a level that would feel just like playing an episode of the TV show.

GW: What are the advantages/disadvantages of working with an established property?

AP: I've worked on a few different licensed games and the experience seems to be very similar from project to project. The wonderful thing about an established property is that it already has a fan base, it already has history, it's something the team can dive into, become a fan of, and talk about all the cool things you could do with the game. You feel like you're a fan with the power to actually add to the legacy and history of the property. It's very rewarding. The downside, of course, is that you're confined to a set of rules. For instance, you can't send Jack to the moon for a space mission. It's just not something that would

happen. And it's very difficult to get all the nuances and details of the characters correct. It's not an easy transformation to go from 2-D to 3-D, so there's a lot of stuff that the licensor sees in a new light for the first time.

GW: How much communication have you had with the creators of the *Samurai Jack* TV series? Did they have any special requests in terms of game content?

AP: Yes, they had a lot of good input during the creation of the game. In the beginning phases they sent a ton of reference [material] from the show and helped create some of the monsters found in the game. They would send us 2-D concept art of what they thought was cool and we would take that and make it a 3-D reality. In addition, the screenwriter for the TV show approved all our scripts beforehand, making changes where they were necessary to the story. Genndy Tartakovsky, the creator

and producer of the cartoon, approved the storyboards and was involved in meetings where the game was presented and he would comment on it. Dan Krall, art director for the cartoon, spent a few days in our offices going over palette choices. It was great fun working with those guys. Really talented crew, very down-to-earth.

GW: Were any of the show's voice actors or music composers involved with the game?

AP: Yes! As a producer, probably some of the most fun I had was sitting in on the voice recording sessions. Here are the actors and the roles they play:

Mako: Aku
Phil LaMarr: Samurai Jack, Mad Jack, Foreman, Archaeologist
Jeff Bennett: Extor, Jack's Father, The Priest, Lead Kid, Kami
Jennifer Hale: Kid (female), Lizard (female), Villager (female), Slave (female)
John DiMaggio: The Scotsman, The King, The Tree Spirit, Announcer
Tom Kenny: First Villager, Brave Slave, Villager (male), Slave (male), Other Kid

Mako, Phil LaMarr and John DiMaggio are regulars on the cartoon as the voices of Aku, Samurai Jack and the Scotsman, respectively. Jeff Bennett did the voice of Extor for the cartoon and for our game as well. Jennifer Hale has appeared on a few *Samurai Jack* episodes, and Tom Kenny is probably best known as Spongebob. They really help the game come alive during the movie sequences. Jim Venable, who is the composer for the cartoon series, did a lot of the music for the video game. He has a fantastic style and really nailed what we were looking for. I especially like the pieces he did for the Mad Jack level and the Aku boss fight.

GW: Does the game follow any plotlines from the show or does it stand alone? Where does the game story fit in the Samurai Jack universe?

AP: The story in the game is parallel to the current story in the show. In the show, Jack is thrust into the future, where Aku's evil is law, and he is searching for a way back home. Each episode is a specific instance where Jack is trying to get to something that might help him get back home. Our game is like one of those episodes except much longer and more involved. Jack, in this case, is searching for a time portal that Aku uncovered in a mining operation for powerful crystals. Aku employs the residents of a nearby village as slaves to do his mining work. Jack ventures forth to find the time portal and to save the villagers from Aku.

GW: Were there any complications in bringing the property's stylized art to 3-D?

AP: Yes, this wasn't easy. First off, you have a character who wears a robe, and that's not easy to do by itself. We used maquettes provided by CN [the Cartoon Network] to help model Samurai Jack. Again, the really tough part is the cartoon is 2-D and the artists can take certain liberties. For instance, Jack's sword is really big when he's far away, but much smaller up close. Obviously that's not a trick you can do in 3-D. We had to make some compromises in order to get the model of Jack looking good, approved by CN and able to do the combat moves and animations we needed for the game.

GW: During development, the game's original publishing agreement fell through. Was it a difficult decision to continue without funding?

AP: Well, we're the first developer in the world to license a property directly from Warner Bros.! So I think it would be fair to say it was a difficult decision. In the end, the founders of Amaze Entertainment [Adrenium's parent company] came together and agreed the title was too good to just drop. Everybody genuinely liked the game, had fun playing it, liked the look of it, and still viewed it as a potential hit. At that point, it was clear that we would just push forward, and once that kind of backing was agreed upon, the team kept the momentum up and continued to work hard finishing the game. We were very confident that we would be able to find a new publisher for the game as long as we were diligent about going out and showing it. And I'm happy to say we are extremely fortunate to have a publisher like Sega working with us. They have always been a class act and have helped tremendously in finalizing the game.

GW: How long did it take to develop the game? Did you feel any pressure to hurry development so that you could capitalize on the popularity of the Samurai Jack property?

AP: Preproduction on Samurai Jack started in August 2002. I believe the first playable level was done by December '02. There is always pressure to finish, but in this case since we were footing the bill, we wanted it to be as good as possible. I think Samurai Jack is one of those shows that fans really love and stick with. I anticipate that interest in the series will still be maintained even after the series concludes.

GW: What are the main factors that contribute to making the game fun?

AP: Personally, I'm all about how it feels. I come from a racing game background. What I learned from that experience is the way the car feels and drives is paramount to any bells and whistles you can add to the gameplay or art [and] you still need to have polished art, deep and varied gameplay, but if you want someone to walk away from a game with that look of excitement and thrill in their eyes, you have to nail the core element. For racing games it was the feel of the car. For Samurai Jack it was the combat system and AI. Each player has the ability to customize the way they handle enemies. Maybe you're someone who likes to jump and use an overhead smash, or double-jump attack a lot. Others may like to battle using the block and dodge maneuvers to get behind enemies. Some in our QA were fond of gathering the scroll combos and dishing out worlds of hurt all at once. For myself, I tend to always use all my resources, so if I have arrows or throwing stars, I will always use them to fight at range, and then go in for melee once I'm all out of ammo. We worked hard with Sakai mode and the camera to provide a very cinematic experience which players could customize to their own tastes and get that "oh wow!" feeling we got when watching the show.

GW: What was the genesis of Sakai mode?

AP: Early on, we had a lot of talks about what we could do to mimic the sequences in the cartoon where all action stops for a second and the camera focuses on Jack as he slices open a robot. I didn't want something that would simply look cool; I wanted it to also be something a gamer

would want to utilize to get through tough situations when we throw a ton of monsters at you. One day, one of the coders walked me over to his desk and showed me what eventually became Sakai mode. I loved how the camera distorted the world and how it seemed to help Jack pop out of the environment. That, plus the stylized letterbox seemed a perfect way to pay homage to the cartoon moments where Jack would seemingly stop time and slice open robots. Genndy himself came up with the name. It means the look of the warrior. Sakai mode is not just for looks, though. There are plenty of areas in the game where a player will need to rely on having some Zen in order to defeat tough enemies. In addition, there are puzzles that move so fast you cannot complete them unless you have some Zen on hand to slow things down.

GW: What other games or types of games inspired the creation of Samurai Jack: The Shadow of Aku?

AP: We played a lot of Shinobi when it came out because we liked how fluid that combat system was. That's a game that nailed the fun factor. Initially we talked a lot about Maximo because it was a similar game design. We liked some of the design decisions they made in that game. Surprisingly, the Lord of the Rings games were ones that we looked at too because of their massive battles. They're also games that focus on combat. We all fell in love with The Legend of Zelda: The Wind Waker, of course. For a while it was all anyone could talk about. The production values in that game are so high it's unreal. Another game we played a lot was Soul Calibur. Again, the combat animations were very well done in that game. Plus, there's nothing wrong with laying the smack down on your lead AI coder!

GW: What were the most difficult concepts to pull off?

AP: The final boss battle was extremely difficult. We initially conceived a typical type of boss battle and actually had it pretty much implemented in the game, but when we all play-tested the level it just didn't feel right. After fighting your way to the boss in a very fluid, constant-motion, action-packed frenetic experience, the static "wait, survive then strike" style of the boss didn't quite fit. So we actually went through a couple of boss battle iterations until we

came up with what we liked best. Aku had to shape-shift, of course, since that is his thing in the show. Instead of having windows of opportunity, we decided that you could damage Aku at any time during the battle. We just made it very tough for you to do so. Aku as a phoenix blasts you with fireballs, Aku as a piranha charges you directly, and Aku as the warrior unleashes a multitude of melee attacks. In addition to all of that, Aku spawns minions during the battle, inspired from the Birth of Evil episode when Aku fought Jack's father and did the same thing. We did, however, provide a weakness. When Aku is in blob form (essentially between forms), Jack can do the most damage.

GW: What's your philosophy behind boss design? What's your favorite boss in the game?

AP: Whoa, I guess I touched on this in the question regarding the Aku boss. For the other bosses—The Dual Hunters, the Foreman, the Rokrakadon, and Mad Jack—we had a similar goal for all of them. Each of the bosses has a devastating attack that does a great deal of damage to Jack if it hits him. They also have peripheral attacks that do minimal damage but are more frequent and harder to dodge. Of course, each boss has a weak point. For the Hunters, you have to hit them from behind or else they will block you. The Foreman is only vulnerable after he charges you and smashes into the wall. The Rokrakadon is vulnerable after he finishes dropping stalactites on your head and raises up to reveal his Lava Heart. Mad Jack is a bit trickier, though. You'll have to use everything you learned about combat to defeat him since he is essentially a mirror image of yourself. Just strolling up and laying some smack down won't quite work! We hope the boss battles will be nerve-racking experiences for our players. There's nothing quite like going into battle against Aku for the first time, I can say that much!

For more on Samurai Jack: The Shadow of Aku, see our strategy review on page 104.

GAME WATCH FORECAST

NINTENDO GAMECUBE

BAD BOYS II
BRATZ: FORMAL FUNK
CATWOMAN
CONAN: THE DARK AXE
CRUSHED BASEBALL 2004
CUSTOM ROBO
DEAD PHOENIX
DEXTER'S LABORATORY
DIGIMON RUMBLE ARENA 2
DIGIMON WORLD 4
FUTURE TACTICS: THE UPRISING
GALIDOR: DEFENDERS OF THE OUTER DIMENSION
GEIST
GOLDENEYE 2
HARRY POTTER AND THE PRISONER OF AZKABAN
THE INCREDIBLES
JUDGE DREDD: DREDD VS. DEATH
JUSTICE LEAGUE
KILLER 7
LEGENDS OF WRESTLING: SHOWDOWN
MARIO TENNIS
MEDABOTS: INFINITY
MEGA MAN ANNIVERSARY COLLECTION
MEGA MAN X: COMMAND MISSION
MISSION: IMPOSSIBLE—OPERATION SURMA
MOBILE SUIT GUNDAM
THE MOVIES
ONE PIECE: TREASURE BATTLE
PIKMIN 2
PILLAGE
POOL PARADISE
RAINBOW SIX 3: RAVEN SHIELD
RESIDENT EVIL 4
RIBBITKING
ROCKET POWER: ZERO GRAVITY ZONE
SCALER: THE SHAPE SHIFTING CHAMELEON
SECOND SIGHT
SHREK 2
SPIDER-MAN 2
STAR FOX
STARCRAFT: GHOST
STARSKY & HUTCH
STREET RACING SYNDICATE
TALES OF SYMPHONIA
TERMINATOR 3: REDEMPTION
TIMESPLITTERS 3
TINY TOONS: DEFENDERS OF THE LOONI-VERSE
TOM AND JERRY IN WAR OF THE WHISKERS
TOM CLANCY'S SPLINTER CELL PANDORA TOMORROW
UNITY
WARIOWARE, INC. : MEGA PARTY GAME$
WORLD CHAMPIONSHIP POOL 2004
X-MEN LEGENDS
ZOIDS: BATTLE LEGENDS

GAME BOY ADVANCE

A SOUND OF THUNDER
AERIAL ACES
ASTRO BOY
BEJEWELED
BOOKWORM
CATWOMAN
CRASH BANDICOOT PURPLE: RIPTO'S RAMPAGE
CUSTOM ROBO GX
DIGIMON RACING
DISNEY'S HOME ON THE RANGE
DISNEY'S PARTY
DR. SEUSS: THE SEUSSATIONAL JOURNEY
DUEL MASTERS
FAMITSA ADVANCE
HAMTARO: RAINBOW RESCUE
HYPERSPACE DELIVERY BOY
THE INCREDIBLES
KINGDOM HEARTS: CHAIN OF MEMORIES
LADY SIA II
MARIO GOLF: ADVANCE TOUR
MARIO VS. DONKEY KONG
MEGA MAN BATTLE NETWORK 4
MEGA MAN MANIA
METAL SLUG ADVANCE
MICKEY'S MAGICAL QUEST 3
MOBILE SUIT GUNDAM SEED
MONSTER TRUCK MADNESS 2.0
OGGY AND THE COCKROACHES
ONE PIECE: GRAND BATTLE
PAINTBALL
RADIUM
RIVER CITY RANSOM ADVANCED
RIVER KING
ROAD RASH: JAILBREAK
SABRE WULF
SCOOBY-DOO!: MONSTERS UNLEASHED
SD GUNDAM FORCE
SERIOUS SAM ADVANCE
SHAMAN KING
SHINING FORCE
SHREK 2
SITTING DUCKS
SONIC ADVANCE 3
SPEED BALL 2: BRUTAL DELUXE
SPIDER-MAN 2
SPY MUPPETS: LICENSED TO CROAK
SPYRO ORANGE: THE CORTEX CONSPIRACY
SUPER COLLAPSE
TALES OF PHANTASIA
TALES OF THE WORLD: NARIKIRI DUNGEON 2
THUNDER ALLEY
TINY TOON ADVENTURES: SCARY DREAMS
TOM CLANCY'S SPLINTER CEL PANDORA TOMORROW
ULTIMATE TABLE GAMES
WORLD REBORN
X-BLADEZ: INLINE SKATER
XS MOTO
XYANIDE
YU-GI-OH! RESHEF OF DESTRUCTION

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

Andrew, Wal-Mart Customer

Pokémon
Colosseum

WarioWare, Inc.:
Mega Party Game$
Coming Soon

Player's Choice
Pikmin
$19.82

Player's Choice
Star Fox Adventures
$19.82

Player's Choice
Luigi's Mansion
$19.82

March 1953: First successful ascent of MT. EVEREST begins.

March 2004: Andrew Smith purchases a NINTENDO GAMECUBE.

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PRODUCTS RANGE FROM EVERYONE TO TEEN
E-T
CONTENT RATED BY ESRB

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NINTENDO GAMECUBE

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POWER CHARTS. 179

Nintendo GameCube

Sega's hedgehog proves he still has what it takes as Sonic Heroes tops the GCN sales chart. The NP Krew, meanwhile, is getting ready for opening day with EA's MVP Baseball 2004.

TOP-SELLING GAMES* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	SONIC HEROES	•	1
2	MARIO KART: DOUBLE DASH!!	1	3
3	NFL STREET	•	1
4	MARIO PARTY 5	2	3
5	SUPER SMASH BROS. MELEE	3	25
6	SUPER MARIO SUNSHINE	5	13
7	NEED FOR SPEED: UNDERGROUND	10	3
8	LUIGI'S MANSION	4	19
9	THE LORD OF THE RINGS: THE RETURN OF THE KING	6	3
10	*STAR WARS* ROGUE SQUADRON III: REBEL STRIKE	•	3
11	PAC-MAN WORLD 2 W/PAC-MAN VS.	8	2
12	SUPER MONKEY BALL	•	6
13	PRINCE OF PERSIA: THE SANDS OF TIME	•	1
14	DRAGON BALL Z: BUDOKAI	11	3
15	ANIMAL CROSSING	•	12
16	THE LEGEND OF ZELDA: THE WIND WAKER	20	9
17	YU-GI-OH!: THE FALSEBOUND KINGDOM	9	2
18	THE SIMS: BUSTIN' OUT	•	1
19	TRUE CRIME: STREETS OF L.A.	•	2
20	TOM CLANCY'S SPLINTER CELL	•	2

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* NINTENDO GAMECUBE

		PRIOR POSITION	MONTHS ON CHART
1	MVP BASEBALL 2004	•	1
2	METAL GEAR SOLID: THE TWIN SNAKES	1	2
3	WARIOWARE, INC.: MEGA PARTY GAME$	•	1
4	BEYOND GOOD & EVIL	2	6
5	POKéMON COLOSSEUM	3	3
6	JAMES BOND 007: EVERYTHING OR NOTHING	4	2
7	FINAL FANTASY: CRYSTAL CHRONICLES	5	7
8	DONKEY KONGA	7	2
9	NFL STREET	13	3
10	WORMS 3D	•	1
11	MARIO KART: DOUBLE DASH!!	6	6
12	PRINCE OF PERSIA: THE SANDS OF TIME	12	4
13	BILLY HATCHER AND THE GIANT EGG	•	7
14	CUSTOM ROBO	•	1
15	SONIC HEROES	18	4
16	HARVEST MOON: A WONDERFUL LIFE	11	3
17	PAC-MAN VS.	•	3
18	SAMURAI JACK: THE SHADOW OF AKU	•	1
19	XIII	9	4
20	PHANTASY STAR ONLINE EPISODE III: C.A.R.D. REVOLUTION	10	3

*Player's Choice and Most Wanted information courtesy of the NP Krew.

Future Release

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	TALES OF SYMPHONIA	GCN	1	8
2	RESIDENT EVIL 4	GCN	2	11
3	METROID PRIME 2	GCN	4	3
4	GEIST	GCN	5	5
5	KILLER 7	GCN	3	12

KEY:
NINTENDO GAMECUBE
GAME BOY ADVANCE

Game Boy

As Metroid: Zero Mission was about to replace Mario & Luigi as our top GBA game, Fawful stormed into the office and proclaimed, "Ha! Now taste the finale, when carelessness opens the door to a comeback not expected by you!" Who are we to argue?

TOP-SELLING GAMES* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	SUPER MARIO ADVANCE 4: SUPER MARO BROS. 3	2	4
2	SONIC BATTLE	•	1
3	NAMCO MUSEUM	3	8
4	POKéMON RUBY	7	10
5	YU-GI-OH!: THE SACRED CARDS	4	3
6	POKéMON SAPPHIRE	•	8
7	MARIO & LUIGI: SUPERSTAR SAGA	1	3
8	PAC-MAN COLLECTION	6	5
9	TEENAGE MUTANT NINJA TURTLES	•	1
10	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	•	18

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE* GAME BOY

		PRIOR POSITION	MONTHS ON CHART
1	MARIO & LUIGI: SUPERSTAR SAGA	1	6
2	METROID: ZERO MISSION	2	4
3	FINAL FANTASY TACTICS ADVANCE	4	11
4	WARIOWARE, INC.: MEGA MICROGAME$	6	12
5	FIRE EMBLEM	3	8
6	SWORD OF MANA	9	6
7	R-TYPE III	•	1
8	HARVEST MOON: FRIENDS OF MINERAL TOWN	7	8
9	GOLDEN SUN: THE LOST AGE	•	10
10	POKéMON RUBY AND POKéMON SAPPHIRE	•	9

*Player's Choice and Most Wanted information courtesy of the NP Krew.

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SCREEN TEST

What's going on in the screenshot below? We've got a caption that's worth ten times its weight in pure comic gold, but try to top us by sending your best lines to poweron@nintendopower.com.

Hey buddy, this one's taken.

YOUR SCREEN TEST CAPTIONS

Our line was: Dudes, chill. There are enough papers for everyone.

This is what happens when two guys get one sports section. *—Cathleen L.*

Come on, E.T.! Hurry up and fly! *—Matt*

Hey, could you stop the interpretive dance for a minute so I can get through? *—Bshlplyr47*

He was careful riding by Jerry Springer's house, as auditions were being held. *—Weave6464*

Just keep peddling, just keep peddling, just keep peddling . . . *—Tyler E.*

Once a week there would be a fight to the death along his route, forcing Paperboy to use the curb. *—Jeff C.*

Dad, I don't care what Mom said—you don't look good in leather. *—John K.*

Well, now I know how the gravestones got there. *—RPGDonkey*

John and Bob flex for the new paperboy in a vain attempt to win a free paper. *—Cameron B.*

That's right, keep riding. We don't need no New York Times 'round here! *—Ryan H.*

Old lady Kasper, sick and tired of her paper not landing on the porch, hires a couple of thugs to take care of the paper boy. *—Chris S.*

Oh, no you don't! You're not taking my copy of Nintendo Power; it's got a Final Fantasy walk-through in it! *—Spencer K.*

EXTRA EXTRACURRICULAR RECONDITE ENIGMAS

It's a video game puzzle spectacular in this month's Power On, and it all starts with your ideas! In volume 177, we challenged you to solve a puzzle that substituted video game titles with obscure synonyms. (Animal Crossing, for example, became Fauna Intersection.) We asked you to send in your own ideas, and you did so in spades! Below we've listed the cream of the reader-submitted crop. See how many you can get, then check the answers at the bottom of the page to see how close you were.

1. Attacking with Fists to Push a foe in the Opposite Direction!!
—*Lyle W.*

2. Porifera Rapid-Vertical-Movement Quadrilateral Britches: Reprisal of the Airborne Guy From the Netherlands
—*Vincent B.*

3. Super Guy: Conflict Fragment Dare
—*Matt K.*

4. Lineage Segment of a Detonating Homo Sapiens
—*VirokazaFour*

5. Gathering Lunar Sphere: Allies of Rock City
—*Joey N. and Kolby M.*

6. Terminal Figment: Symmetrical Prism Annals
—*Alex E.*

7. Requirement for Velocity: Subterranean
—*Jeff B.*

8. The Hirsute Ceramic Artist and the Ambiguous Cubicle
—*Christina S.*

9. Partitioners of the Fourth Dimension: The Sequel
—*Matt G.*

10. The Effigies: Rupturing to the Fullest Extent
—*Greg M.*

11. Lion-Man of Giza and the Embalmed Cadaver with a Malediction
—*Justin B.*

12. Ephemeral Altercation: Cadaverous Federation
—*Ryland F.*

13. Hearing Impaired Fruit Spread: Acrimony
—*Chris S.*

14. Projectile Vitality: Shoreline Thieves
—*Brendan R.*

15. Proceed! Proceed! Overly Active Pulverize
—*Vincent B.*

ANSWERS:
1. Punch-Out!!
2. SpongeBob SquarePants: Revenge of the Flying Dutchman
3. Mega Man Battle Chip Challenge
4. Bomberman Generation
5. Harvest Moon: Friends of Mineral Town
6. Final Fantasy: Crystal Chronicles
7. Need For Speed: Underground
8. Harry Potter and the Chamber of Secrets
9. TimeSplitters 2
10. The Sims: Bustin' Out
11. Sphinx and the Cursed Mummy
12. Mortal Kombat: Deadly Alliance
13. Def Jam: Vendetta
14. Rocket Power: Beach Bandits
15. Go! Go! Hypergrind

TITLE FIGHT

Think you know games? The following puzzle will put your expertise to the test! You'll need to find five answers for each category, and every answer must start with the letter that appears at the top of the box. For example, you'll need to come up with titles of NES games that start with P, M, A, L and C. The first puzzle is a warmup, but you'll need all your brainpower for the second. Of course, it goes without saying that using the Internet would be CHEATING . . . but feel free to ask your friends.

	P	M	A	L	C
NES GAME TITLE					
SUPER NES GAME TITLE					
N64 GAME TITLE					
GCN GAME TITLE					
GAME BOY (OR GBA) GAME TITLE					

	E	R	S	N	K
VIDEO GAME CHARACTER					
ITEM FROM A LEGEND OF ZELDA GAME					
GAME DEVELOPER					
ENEMY					
POKéMON					

REPO NOW!

Anagrams are words or phrases that have been mixed up to form nonsensical words or phrases. All of the bizarre constructions below are actually anagrams of video game-related characters, titles or items. See if you can unscramble them all. If not, hop online and check out the Power On section of the Nintendo forums (http://forums.nintendo.com). We'll post the answers there in a few days.

Ted Had Lozenge Elf

Moons a Dwarf

Oily Vat Rub

Fang Donor

Nasal Tiffany

Peon Diner Town

Couple Moose Monks

Timid Emperor

Oatmeal Girdles

Loaned Nobody Gived

Spinach Crepes

Bored Haunt

SOMETIMES YOU NEED A SNAKE TO CATCH A RAT.

TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID®

THE TWIN SNAKES

GET ON THE READY LINE

The wait is over! Konami's Solid Snake is making his triumphant return to the Nintendo family, and by the time you read this, you should be able to run out and pick it up—assuming that you're 17 or older, of course. Once the disc is spinning in your GCN, use our exclusive walk-through to learn all the moves.

NP1 SEE IT ONLINE

www.nintendo.com/games/mgs

A red camera in the corner of a tip means you can see a movie about it online. Go to www.nintendo.com/games/mgs and enter the number you see next to the camera (1, 2, etc. in the field at the top of the screen, near the Nintendo Power logo. The field is next to the letters NP—you need to input only the number.

MATURE 17+
M
CONTENT RATED BY ESRB

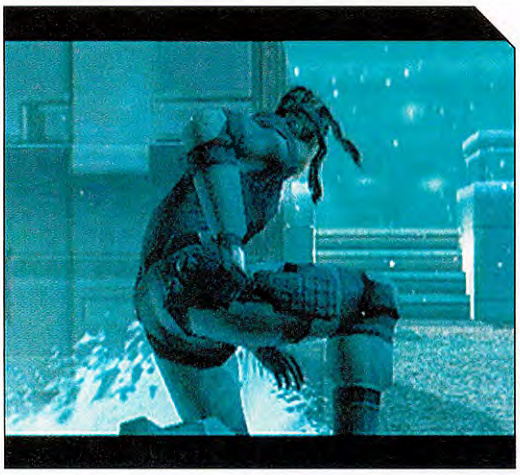
Violence
Blood and Gore
Suggestive Themes

© 1997, 2004 Konami Computer Entertainment Japan

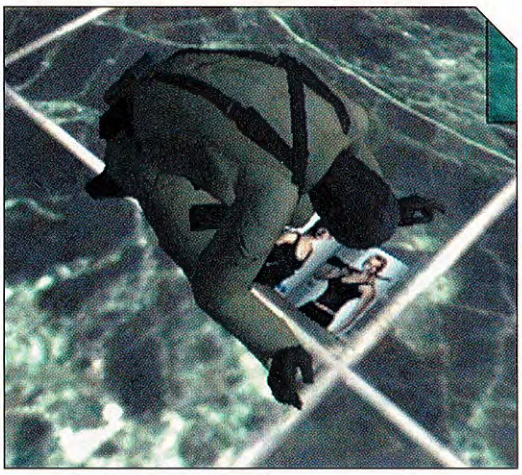
BRAND-NEW FEATURES, SAME GREAT ACTION

SPYCAM

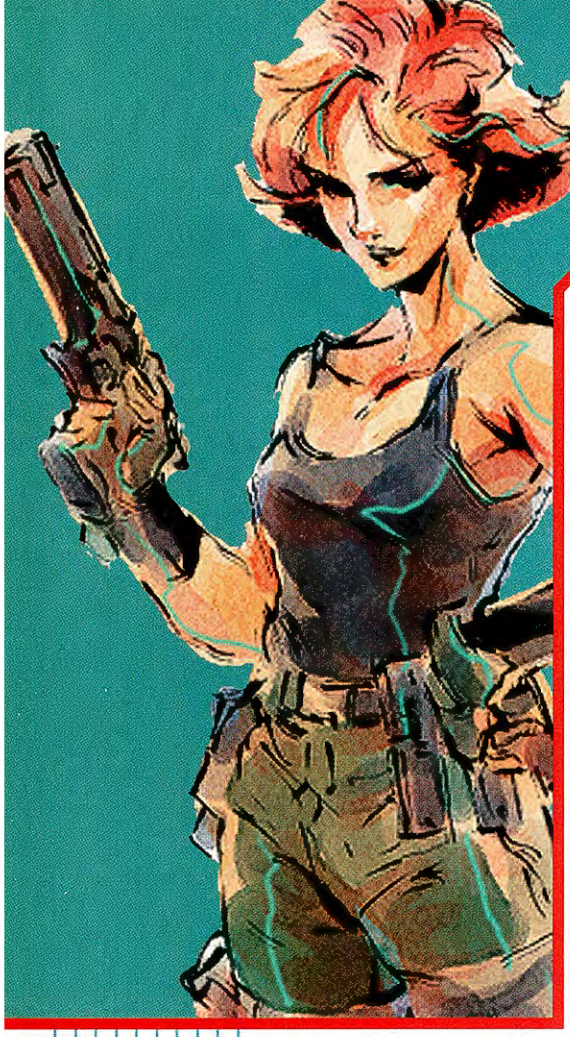
If you're expecting the same Metal Gear Solid that appeared on the PlayStation, you're in for a surprise. MGS:TTS is a whole new game, and we've got even more coverage at www.nintendo.com/games/mgs. If you're 17 or older, head there for tips, rricks and movies galore.



MGS:TTS features new combat techniques and smarter enemy A.I. You can see all the new tricks in action by going to the website.

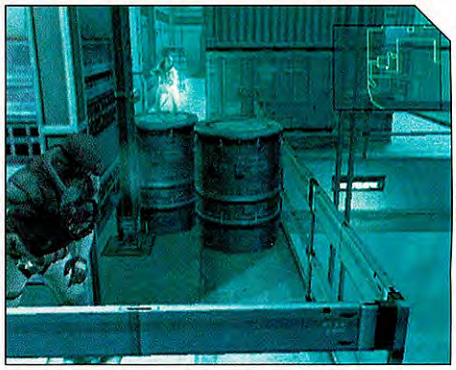


Trying a new challenge like collecting dog tags or looking for all the secret Silicon Knights in-jokes? We've got it all.



INFILTRATE THE SUB HANGAR & ASCEND IN THE ELEVATOR

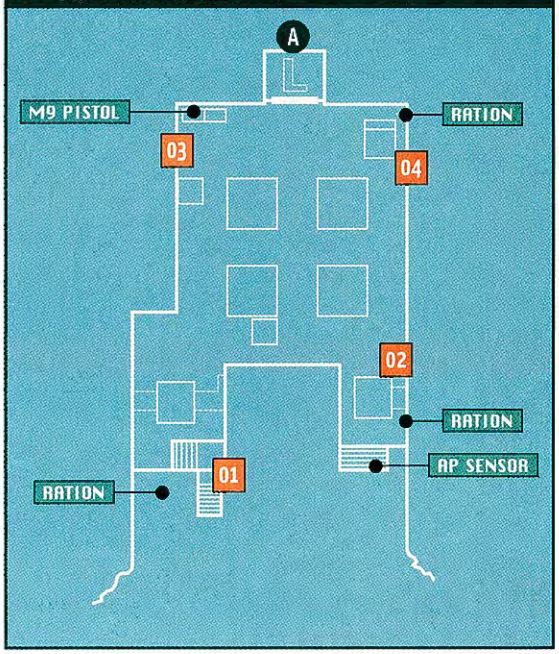
The military base on remote Shadow Moses Island has been infiltrated by terrorists. The only way to slip past the guards is by using a one-man submersible vehicle to deliver Snake to the base's sub hangar.



USING THE CODEC

The Codec allows Snake to contact his supporting cast and save the game. To use it, press Start and the A Button simultaneously.

SUB HANGAR



01 THE DANGER BEGINS

Metal Gear Solid: The Twin Snakes begins with a long, beautiful cinema scene that shows Snake braving mines and rockslides to enter the base. When you finally take control, you'll be in the water at the edge of the sub hangar.

02 COLLECT SUPPLIES

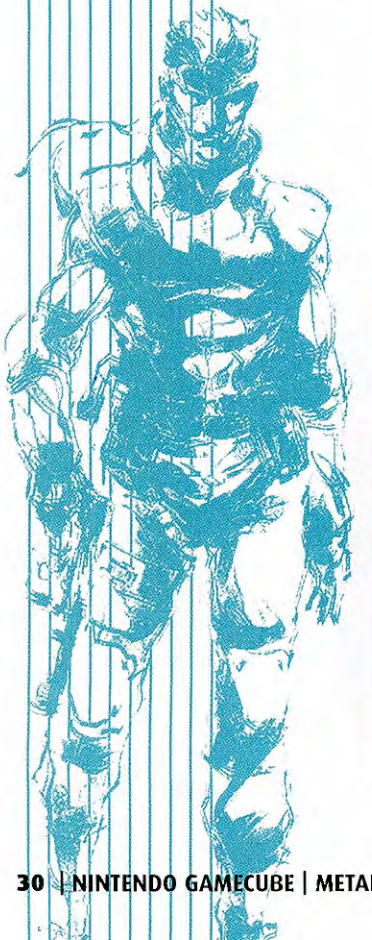
There's a health-restoring Ration pack in the water on the hangar's left side, and an AP Sensor on the right. Another Ration is behind the large metal box on the right side of the room. Grab everything before proceeding.

03 GET THE M9 PISTOL NP1

The M9 Pistol is in the left-hand locker at the far end of the hangar. (Don't step in puddles on the way, or guards may hear you.) The M9 is a tranquilizer gun, and the closer you get to a head shot, the more effective it will be.

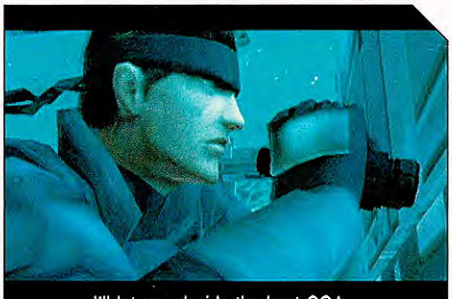
04 USE THE ELEVATOR

You must wait for the elevator, and the best plan is to hide in a locker until it arrives. Wait until the coast is clear before leaving your hiding spot. Use the AP Sensor and watch the guards' shadows before you make a mad dash for freedom.

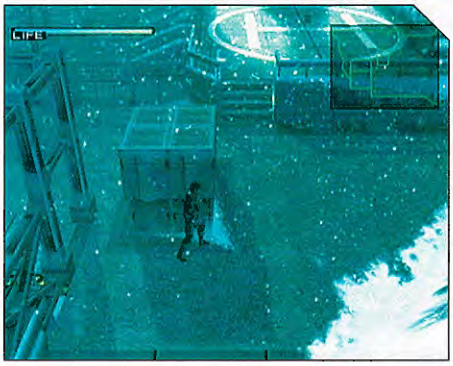


CLEAR THE HELIPORT

When you exit the elevator, you'll be at the heliport. You'll need to sneak past patrolling guards, security cameras and searchlights to enter the base. After all, you can't just knock on the front door and ask them to let you in.



I'll let you decide the best COA (course of action).



05 TWO ENTRY POINTS

Two ventilation shafts lead into the installation. The first is at the base of the building on the left-hand side. The other is on the second floor, near the middle of the walkway. You'll have to crawl into one to continue, but grab some gear first.

06 GET SOME GRENADES

The Chaff Grenades are in the middle of the heliport landing pad. Wait for the searchlights to split apart, then run across the center of the landing pad. Use a Chaff Grenade on the security camera on the left, then run into the room and grab the Stun Grenades.

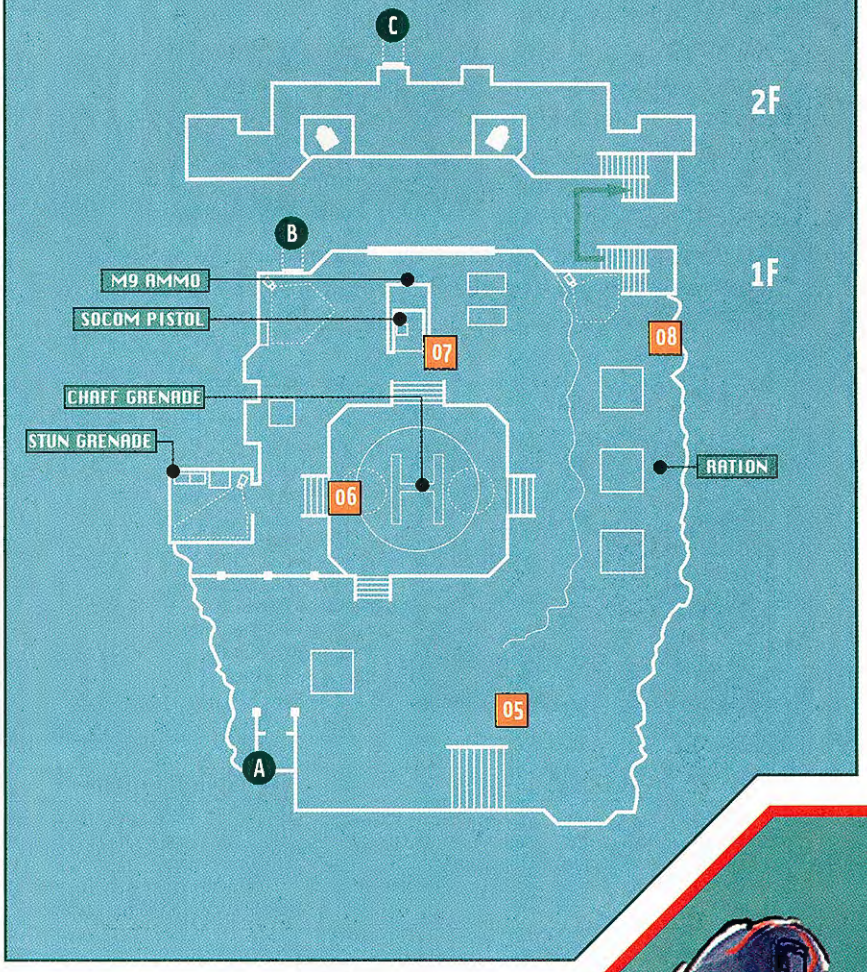
07 ACQUIRE THE SOCOM PISTOL

Jump into the back of the truck (located north of the landing pad) to find the SOCOM .45 Pistol. If a guard smells something fishy, crouch behind the box in the truck until he leaves. If he sees you, get out or he'll chuck grenades into the truck.

08 DECIDE YOUR COURSE OF ACTION

The first-story vent is easier, but the second-story vent will lead you to a special cut scene and the Thermal Goggles. If you go up, hug the wall at the top of the stairs and wait for the guard to leave.

HELIPORT (1F & 2F)

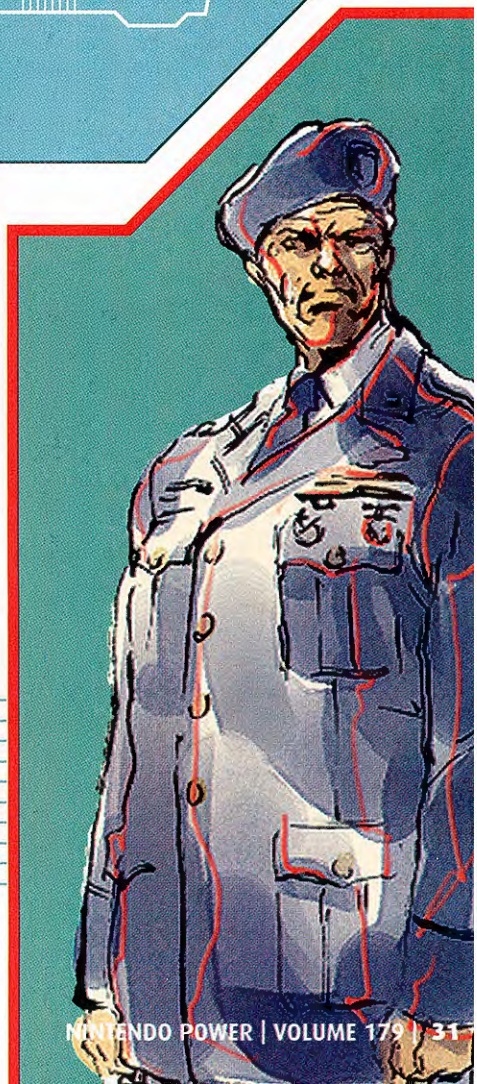


GUARD ALERT LEVELS

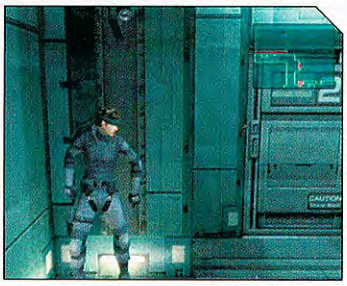
Guards have different alert levels. If they are suspicious about something (a noise, for example) you'll see a yellow exclamation mark over their heads. If they see you, the mark will turn red. Once you're spotted, you must evade them for a time to reset the alert level.

ELIMINATING THREATS

There are many ways of dealing with guards, although the best strategy is to avoid them altogether. If you need to fight, use the B Button to punch and kick. After a few blows, a guard will be stunned. You can then run away, drag him to a new location or finish him off. If you're feeling stealthy, you can sneak up behind a guard and eliminate him by tapping the Y Button.

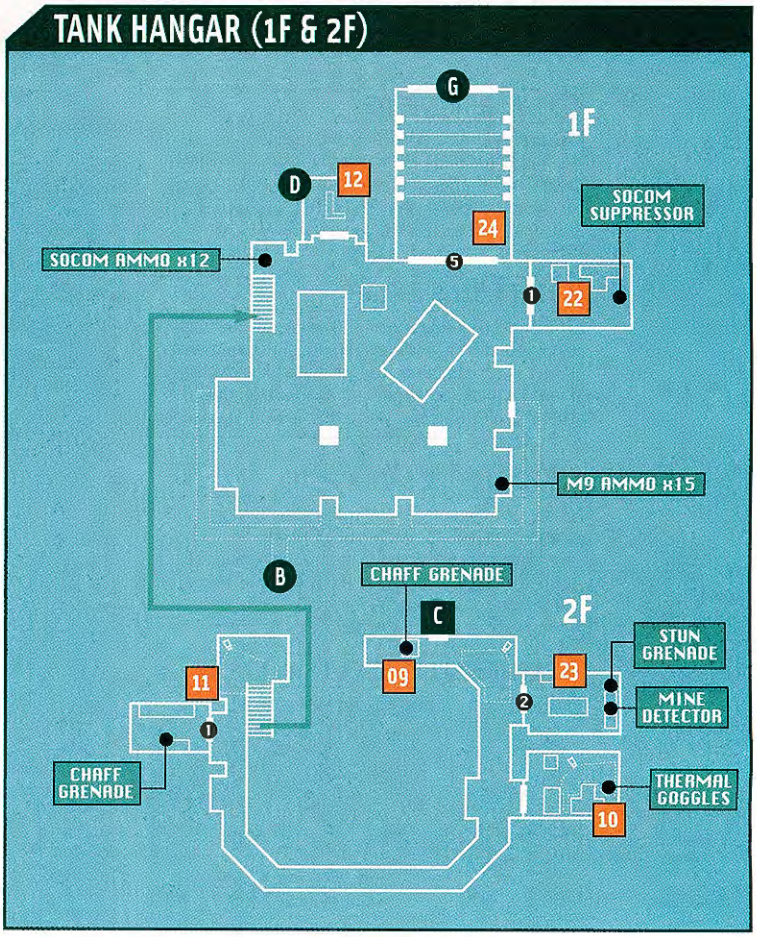


ENTER THE TANK HANGAR & FIND THE DARPA CHIEF



No matter which vent you choose, you'll end up inside the tank hangar. Your goal is to cross the hangar undetected and take the elevator (at point 12) to the detention cells. If you want, pick up a few items first, including the Thermal Goggles and some ammunition. If a guard becomes suspicious, you can hide by crawling underneath a tank.

TANK HANGAR (1F & 2F)



09 ENTER THE HANGAR

If you used the second-floor vent, you'll be in a good position to grab the Thermal Goggles—but you'll also have a couple of cameras to deal with. Use Chaff Grenades to disable cameras (and your radar) for a short period of time, or hide and wait for the cameras to turn away.

10 FIND THE THERMAL GOGGLES

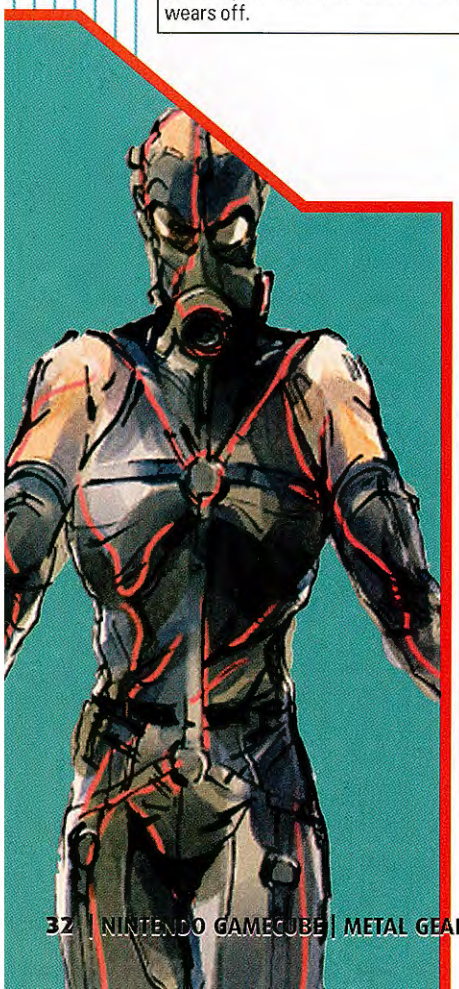
The goggles are located in an open room on the second floor. There is a camera outside the room, and also one inside. Get close to the door, toss a Chaff Grenade, then run in and out of the room before it wears off.

11 USING THE STAIRS

There is a camera pointed at the stairs next to the elevator. You don't need to use a Chaff Grenade on this one; wait for the camera to turn away, then run underneath it and stand against the wall. When it pans away, run to the stairs or down the walkway.

12 GOING DOWN

You'll need to call the elevator, but it'll come almost instantly. Keep a close eye on the guard who walks back and forth along the left-hand wall. Wait for him to move toward the back of the hangar before you enter the elevator. Once you're in, head to B1.



13 RATIONS AND LADDERS

In B1, head for the ladder at the far end of the hallway. Before you climb up it and into the ventilation system, crawl into the vent at the base of the ladder and grab a Ration. You can hold up to five Rations at a time.

14 MERYL'S WORKOUT NP2

Crawl through a vent. At one point you'll see a woman, Meryl, locked in a cell. If you exit the vent and come back, she'll be doing different exercises. You can exit and return a number of times to see her full routine.

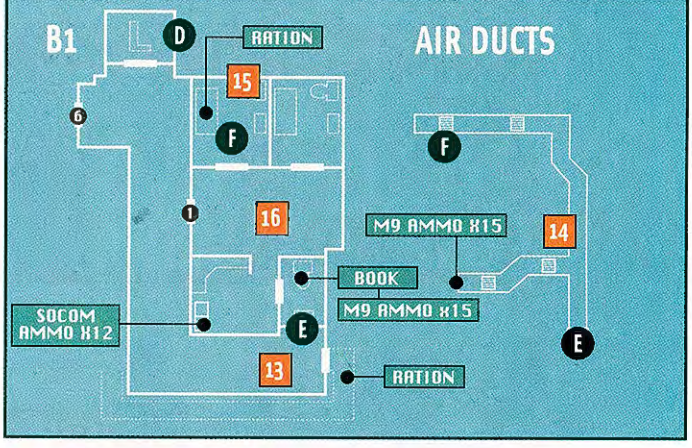
15 MEET DONALD ANDERSON

Once you're done with Meryl, crawl to the far end of the vent and pay the DARPA chief, Donald Anderson, a visit. He'll tell you about Metal Gear and give you a PAN Card that will open doors marked with the number 1.

16 SHOOT YOUR WAY FREE NP3

After a cut scene, you'll have to blast your way out of the cells. Go into first-person mode and shoot the guards as soon as they reach the door. If you run low on ammo, pick up what the guards drop, or use hand-to-hand combat.

HOLDING CELLS / AIR DUCT SYSTEM (B1)



PSYCHO THRILLER

Though she may be a rookie, Meryl is no helpless damsel. After your face-to-face meeting ends in thrown lead, you'll both be introduced to Psycho Mantis. When he vanishes, it's time to rescue Kenneth Baker.

FIND KENNETH BAKER & FIGHT REVOLVER OCELOT

When you reach B2, you'll find an armory filled with goodies—but most of them are inaccessible. Grab what you can, but watch out for trapdoors. They'll open after you step on them, so either walk along the side of the hall or take a different path.

17 C4, GOOD BUDDY

You'll need C4 to reach Kenneth Baker, but since you're in an army base, it's easy to find. Head to the top-middle room and pick up all the C4 you can find—be sure to look in the lockers. You can also snag a couple of Frag Grenades.

18 TEAR DOWN THIS WALL

The terrorists walled over the doorway that leads to Mr. Baker, but a little C4 will take care of it. Plant the explosive in the lower left-hand corner of the room, then get to a safe distance (about six paces or so) and detonate it.

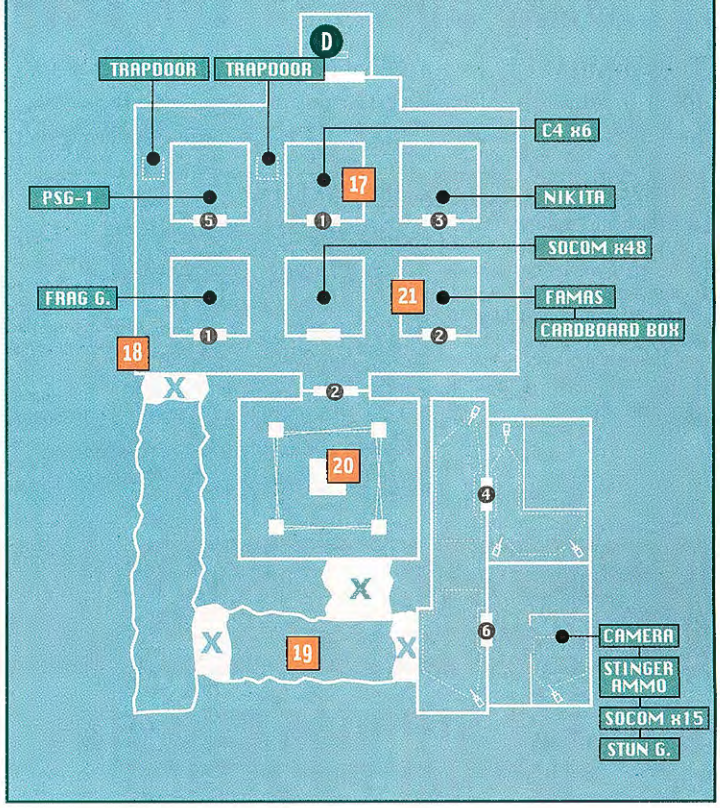
19 MORE C4

After you blow the first wall, plant a C4 charge at the end of the hallway, then one more in the following area. You can blow up a fourth wall at the far end of the final hall, but you can't do anything there until you find a different PAN Card.

20 REVOLVER OCELOT

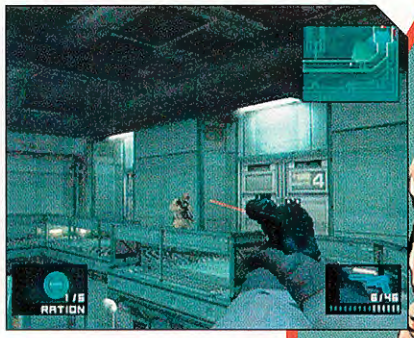
The first boss battle is against Revolver Ocelot, and your only effective weapons are the SOCOM and M9. Position yourself next to one of the corner pillars, then switch to first-person mode. If Ocelot is in your line of sight, take a shot. If not, move to the next corner and look again. Your best chance to hit him is when he's reloading—look for the bullet counter at the top of the screen.

ARMORY / ARMORY SOUTH (B2)



CONTACT MERYL & HEAD FOR THE CANYON

Swing back through the armory and pick up some new equipment, then head for the tank hangar and out to the canyon. You'll have to contact Meryl at Codec frequency 140.15 to get the canyon door open.



21 NEW GEAR IS GREAT

With Kenneth Baker's PAN Card (which he'll give you), you can use doors with a 2 on them. Go to the room in the lower left-hand corner of the armory and grab a FAMAS assault rifle and a cardboard box. Crawl under laser trip wires to avoid setting off an alarm.

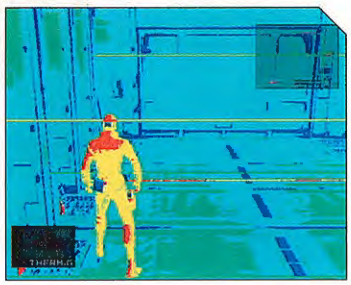
22 SUPPRESS YOUR RAGE — NP4

When you reach the tank hangar, head for the room to the left of the canyon door. Inside you'll find a silencer for your SOCOM pistol and some Chaff Grenades. There is one guard, but he's a little sleepy. Watch in first-person mode until he nods off.

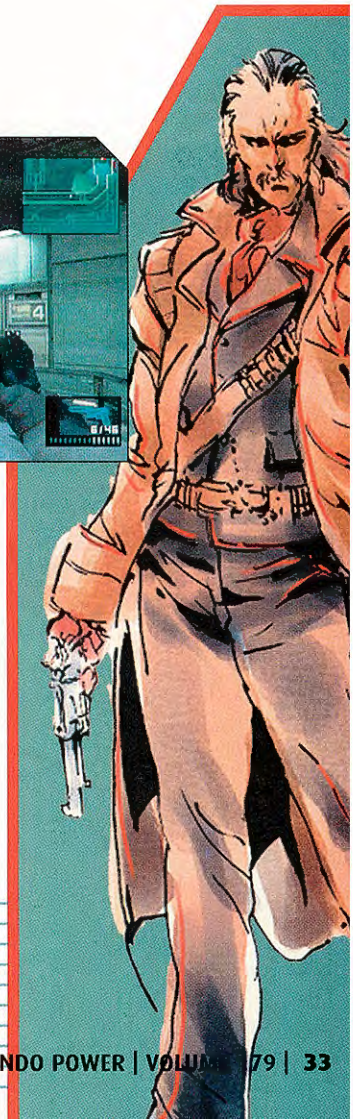
23 GET THE MINE DETECTOR

In the hangar, go upstairs and clear the first and last rooms. You'll get a Mine Detector, plenty of grenades and the Thermal Goggles (if you don't have them already). Watch out for two cameras and a guard on the walkway.

24 SNEAKING TOWARD FREEDOM — NP5, NP6



The hallway that leads to the canyon is filled with moving laser trip wires. You can see them by equipping either the Thermal Goggles or Snake's smokes. (Since smoking is a nasty habit, it will drain your energy.) Wait for the lasers to move up before you walk under them.



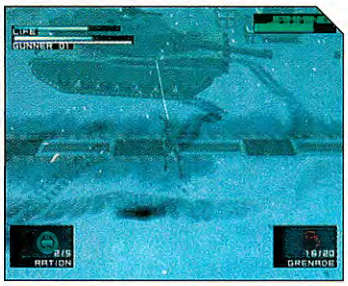
AVOID THE MINES & TAKE DOWN VULCAN RAVEN

The canyon is laced with Claymore Mines, but you can snag them and add them to your inventory if you're careful. Once you cross the minefield, you'll have to battle a fearsome FOXHOUND member, Vulcan Raven.

25 MINE GET! NP7

Use the Mine Detector to locate the mines, then crawl up to them from an unarmed side. (The armed sides will appear as yellow cones on the radar.) When you crawl over a mine, you'll disarm it and pick it up for later use.

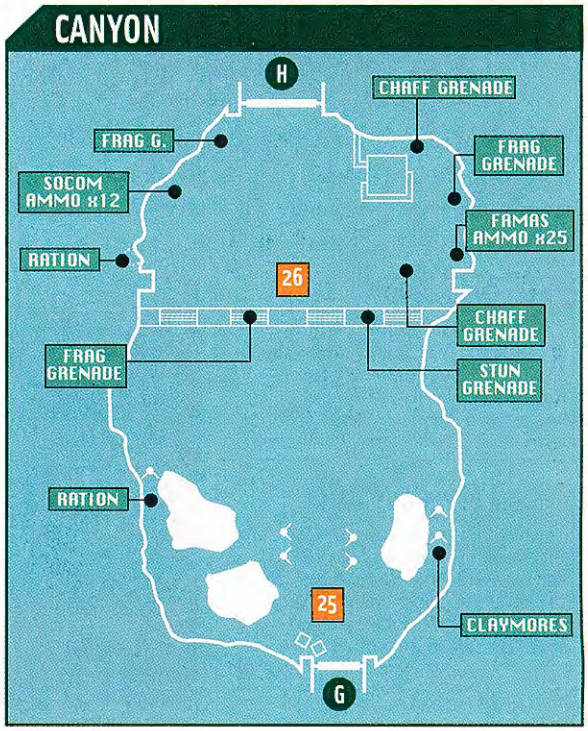
26 THE TANK BATTLE



Toss a Chaff Grenade to disrupt the tank's tracking system, then run up close and start firing grenades at the top hatch—Frag and Stun Grenades both work. The tank is quick, so slow it down with C4 or Frags to the treads. You can also hide in the trench that runs across the floor.

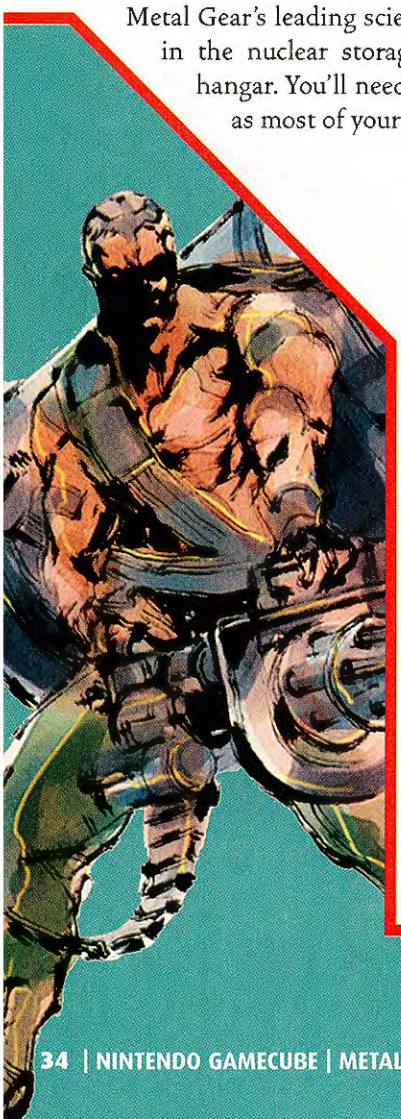
THE NIKITA MISSILE LAUNCHER

You're going to need the Nikita Missile Launcher in the armory before long, so you might as well grab it now—it will save you from having to infiltrate the nuclear storage building twice. Check out the Traveling First Class tip to see how to move around quickly.



NUCLEAR STORAGE BUILDING: FIND HAL EMMERICH

Metal Gear's leading scientist, Hal Emmerich, a.k.a. Otacon, is holed up in the nuclear storage building across the canyon from the tank hangar. You'll need stealth and guile to survive the next few tasks, as most of your weapons will be useless.



27 COLD STORAGE NP8

Weapons are useless on the storage building's first floor, but you can trick the system. Lie down in front of the door to the storage area and enter first-person view, then use the M9 to dart guards in the legs and put them to sleep without raising an alarm.

28 UP AND AROUND NP9

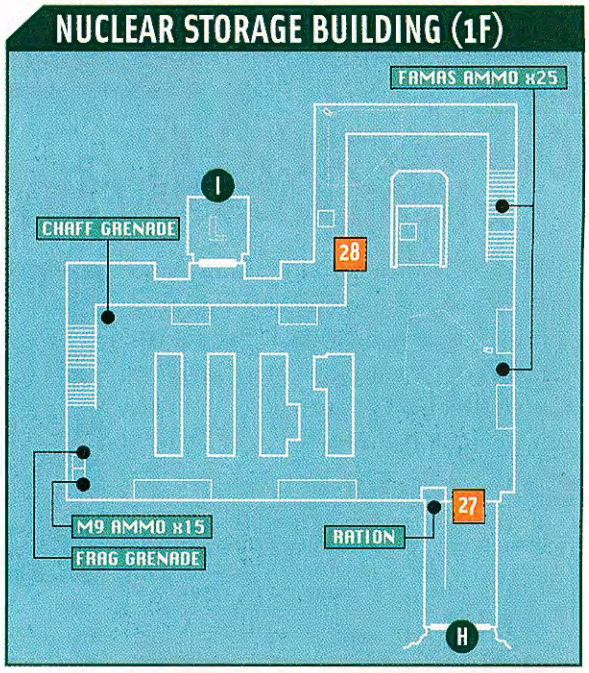
You must go upstairs to reach the elevator. The staircase on the left has no security camera, but a watchful guard. The one on the right has a looser patrol, but one camera. Try the one on the right, using a Chaff Grenade to take out the eye in the sky.

29 YOU'VE GOT THE POWER

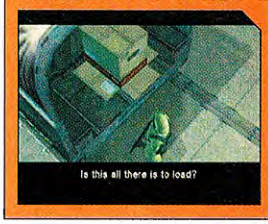
Head to level B2, where you need to turn off the electric floor. Use the Nikita to steer a missile through the halls (follow the red line on the map) and into the power supply. If you miss, leave and restore your oxygen—the hall is filled with poison gas.

30 GET THE GAS MASK

When the power is off, run down the hall and grab items in the first and third rooms. The third room contains a gas mask, which will let you stay in poison areas for much longer. Use Chaff Grenades to avoid the cameras.



TRAVELING FIRST CLASS NP10

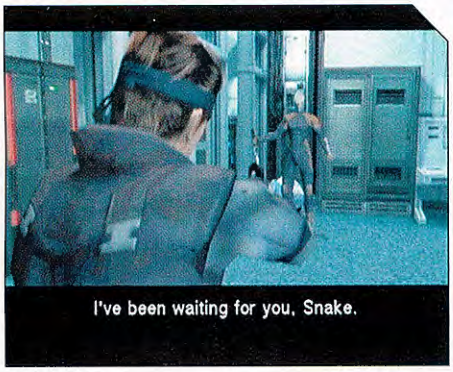


If you sneak into the back of a truck and use a cardboard box, the driver will take you to the location written on the box. It's a fast way to get around, and once you have more boxes, your life will become much easier.

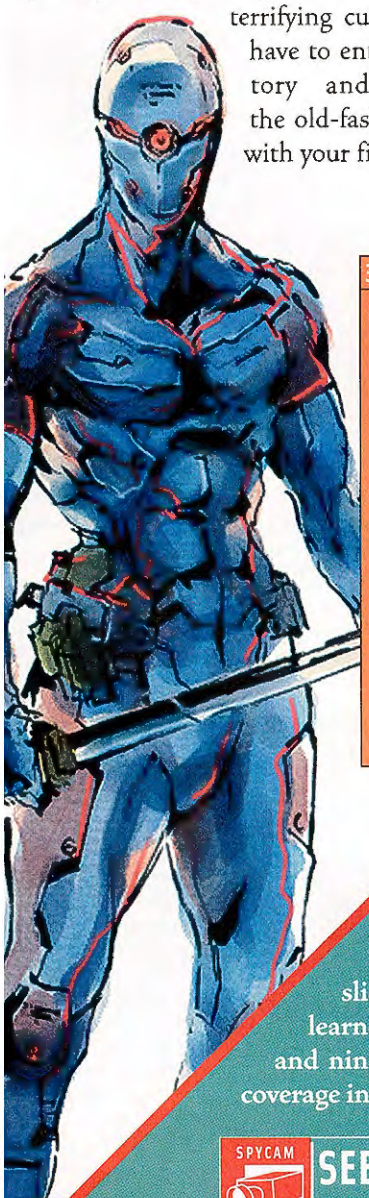
31 MAKE FOR THE LABORATORY

When you reach the end of the hallway, you can head east or west. There are many rooms to the west, but only one that you can access with your current card. Head east (watch out for the camera) and into the laboratory.

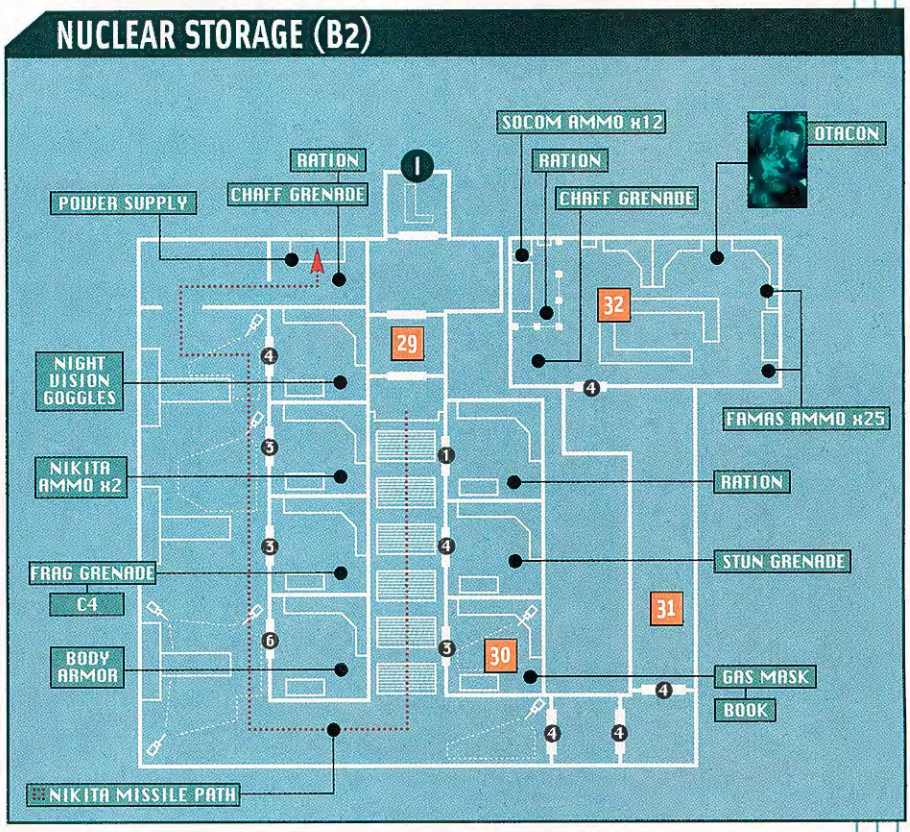
RESCUE HAL & FIGHT THE NINJA



Oh, the Ninja. If there's a scarier fellow in the gaming world, we've yet to meet him. After a terrifying cut scene, you'll have to enter the laboratory and fight him the old-fashioned way—with your fists.



NUCLEAR STORAGE (B2)



32 THE NINJA BATTLE

NP11

Put away your weapons and get out the boys—it's time for fisticuffs. Wait for the Ninja to jump, then hit him as soon as he comes down. When he floats in the air for a second, get out of the way—he'll create a shockwave when he lands.

During the second stage of the battle, the Ninja will turn invisible. Use the Thermal Goggles to track him around the room, and continue attacking as before. Don't give him time to set up his attack—rush him and strike before he can cartwheel.

In the final stage, the Ninja will use a slow but powerful punch. When he pulls his fist back, run out of the way. After he swings and misses, move in and give him a couple of good swipes. You can use Chaff Grenades to stun the Ninja for a few seconds.

METAL GEAR? SOLID.

We've walked you through the first couple of areas, but there's still plenty of sneaking, slicing and boss-fighting to go. Use what you've learned so far and keep your eye on Nintendo Power and nintendo.com—we'll have plenty more MGS: TTS coverage in the future.

SPYCAM

SEE IT ONLINE

www.nintendo.com/games/mgs

If you're having trouble clearing an area or want to know more about a secret (dog tags, anyone?), hop online and see all the amazing footage that nintendo.com has to offer.

The world of Pokémon is getting an all-new look with Pokémon Colosseum for the Nintendo GameCube. Whether you're a first-time Trainer or a seasoned vet, there's something for you in Orre.

GET CONNECTED

Pokémon® Colosseum

EVERYONE
E
CONTENT RATED BY ESRB
Mild Fantasy Violence

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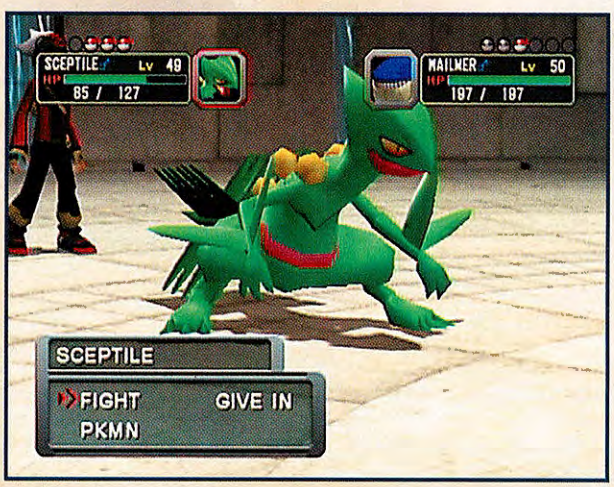
Developed by Genius Sonority Inc.

TWO GAMES, ONE DISC

There are two ways to play Pokémon Colosseum. You can check out the lengthy RPG-style Story mode or take a spin in Battle mode and wallop other Trainers to your heart's content. If you want to try Battle mode, you'll have two options. Choose Battle Now for a quick solo battle, or select Colosseum Battle to progress through a tournament. If you pick the latter, you'll need a team of purified Pokémon from Story mode or a pre-existing team from Pokémon Ruby or Pokémon Sapphire.



Story mode contains traditional RPG elements, with exploration and plot development as focal points. Battle mode is a series of one-on-one battles in which your team takes on a multitude of heavies in front of screaming fans.

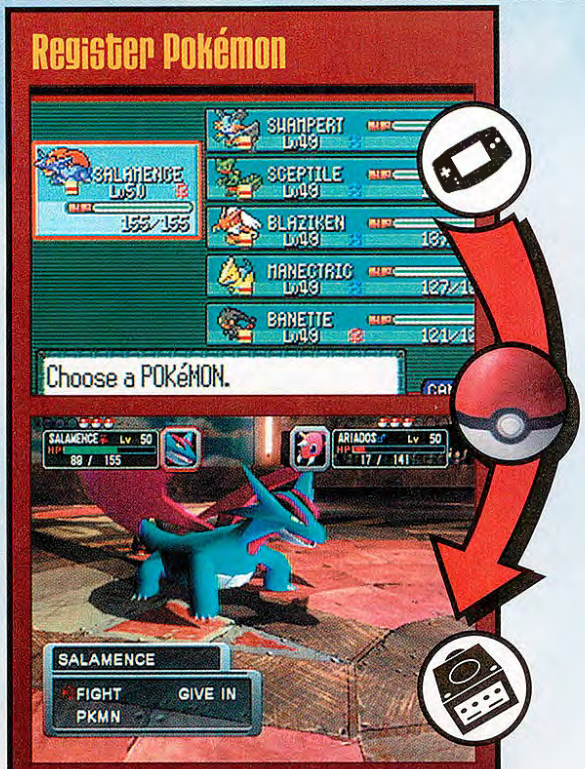
TO BATTLE! TO BATTLE!

Before you take your chances in Battle mode's Colosseum Battle, there are a couple of things you'll want to know. First, pay attention to the rules. The first four colosseums are limited to Pokémon at level 50 or below, whereas the final two are open to any and all comers. There are also regulations for the use of certain moves, held items and the like—use the Check Rules option to get the lay of the land. Once you're ready to go, sign up your team in the Register Pokémon menu, then head off to battle. You can use three or four Pokémon, depending on whether you're in a Single or a Double Battle.

Go It Alone or Posse Up

You aren't limited to skirmishing with the computer in Battle mode—you can also take on your human friends. To do so, use a link cable to connect a GBA to your GCN, then choose the Gang Battle option. Up to four players can compete!

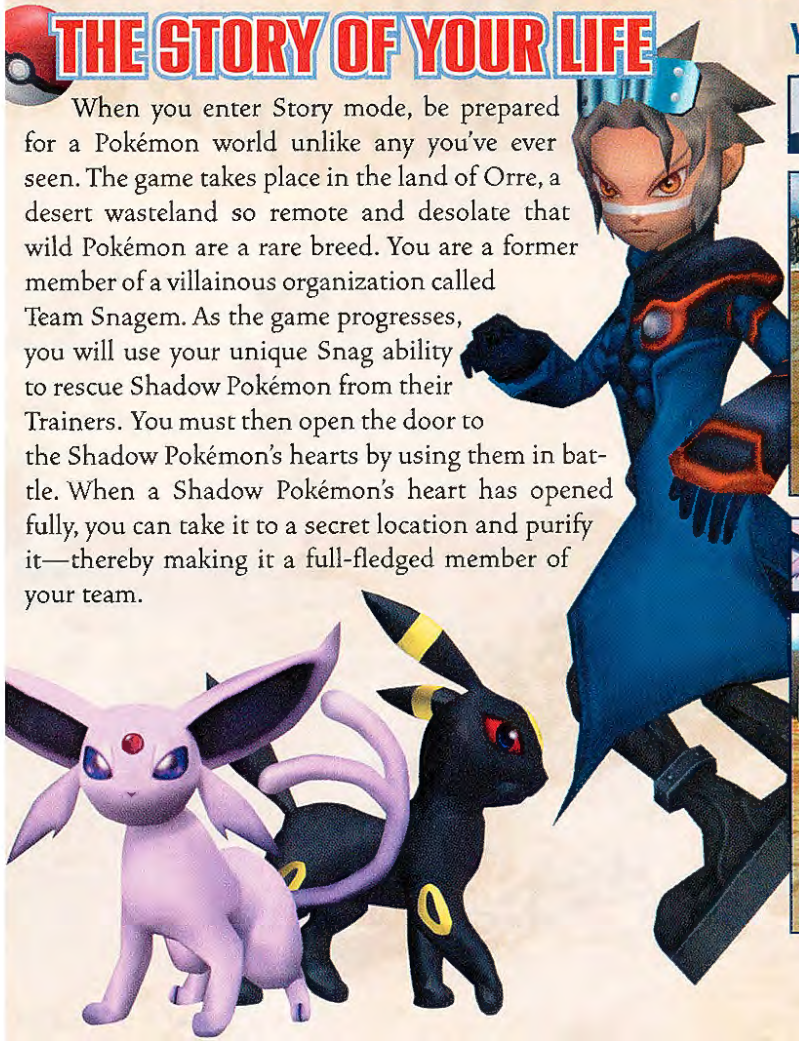
Register Pokémon



Importing a team from Pokémon Ruby or Sapphire is as easy as pie. Use a link cable to connect your GBA to the second Controller slot on the GCN, then go to the Register Pokémon screen, select GBA Pokémon and turn on the GBA's power. Pokémon Colosseum will automatically detect your Ruby or Sapphire team. You must beat Story mode before you can import a team.

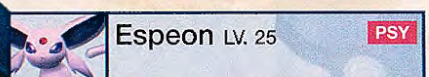
THE STORY OF YOUR LIFE

When you enter Story mode, be prepared for a Pokémon world unlike any you've ever seen. The game takes place in the land of Orre, a desert wasteland so remote and desolate that wild Pokémon are a rare breed. You are a former member of a villainous organization called Team Snagem. As the game progresses, you will use your unique Snag ability to rescue Shadow Pokémon from their Trainers. You must then open the door to the Shadow Pokémon's hearts by using them in battle. When a Shadow Pokémon's heart has opened fully, you can take it to a secret location and purify it—thereby making it a full-fledged member of your team.



Your Starting Team

Umbreon is a Dark-type Pokémon with strong defensive ratings, but low Attack and Special Attack. These qualities make it a good Pokémon to use if you're trying to whittle down a Shadow Pokémon. (The lower a Shadow Pokémon's HP, the easier it is to Snag it—but you don't want to KO it!) Umbreon is supereffective against Psychic- and Ghost-type Pokémon, and weak against Flying- and Bug-type attacks.

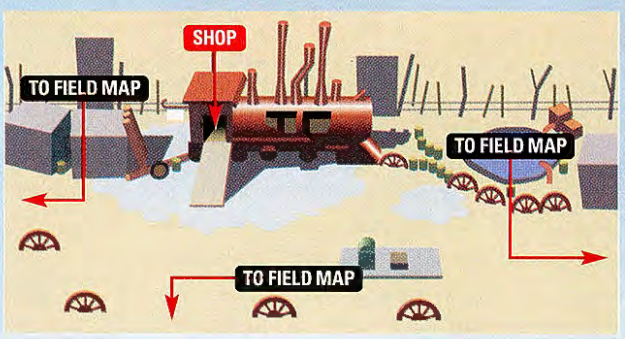


Espeon is a Psychic-type Pokémon with good stats in most areas, especially Defense and Special Attack. Its Confusion move will decimate most of your opponents, so use it to take out regular Pokémon while Umbreon whittles down the Shadow Pokémon. If Umbreon is having trouble, Espeon's Helping Hand move will prove useful. Espeon is strong against Fighting- and Ground-types, but weak against Bug-, Ghost- and Dark-type attacks.

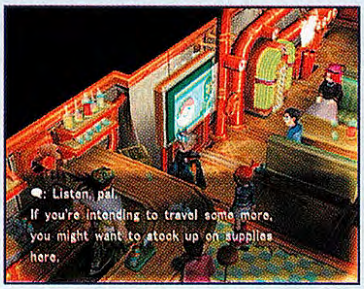
THE OUTSKIRT STAND

You begin Story mode at an isolated spot called the Outskirt Stand. There's no one there except a bartender, a few lonely patrons and a single Trainer—although you can watch TV reports of your exploits if you wish. After chatting up the locals, head outside and take on Rider Willie in a battle royal.

Rider Willie is the first Trainer battle, and he's a pushover. All the battles in Story mode are Double Battles, so you'll be using two Pokémon at the same time. Combo moves (such as Helping Hand followed by Bite) are the way to go.



Buy from the Barkeep

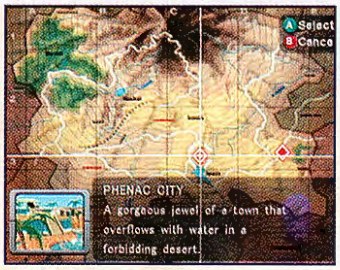


Shop	
Antidote	100
Burn Heal	250
Ice Heal	250
Awakening	250
Paralyze Heal	200
Great Ball	600
Poké Ball	200
Full Heal	600

The second time you visit the Outskirt Stand, the bartender's store will stock the items listed to the right. If you buy 10 Poké Balls at once, you'll earn a Premier Ball. Once you get it, maximize your Snagging chances by buying only Great Balls. The inventory changes, so check back frequently.

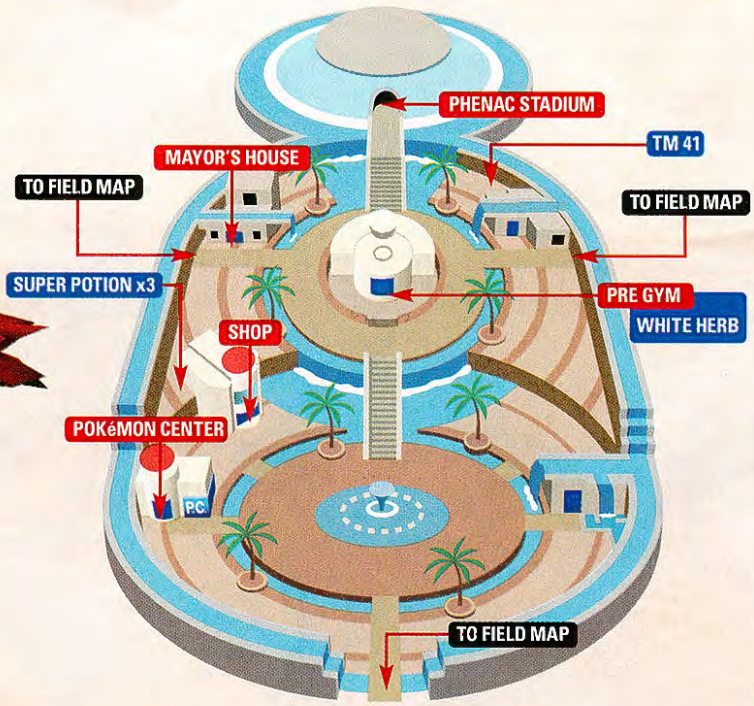
PHENAC CITY

After you've talked to everyone at the Outskirt Stand, hop on your sweet ride and zoom over to Phenac City. There you will find a pair of hapless kidnappers and their prey—a young girl with a secret talent. Save the girl to gain a sidekick, then start exploring wonderful Phenac City. There's a lot to see and do; head to the Pokémon Center any time you want to save the game.

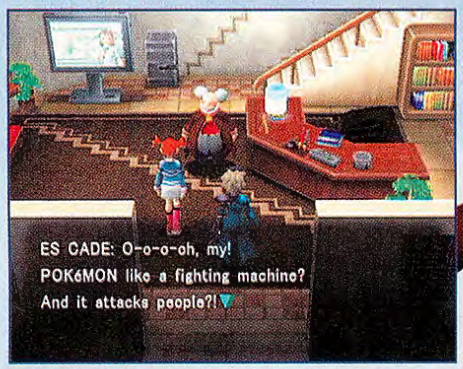


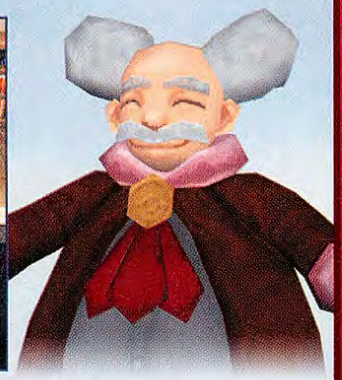
When you leave Phenac City, you'll enter the field map. From there, you can use your custom chopper to visit any of the available locations. There won't be many places to see at first, but more will become available as you advance through the game.

Before you can name your new partner, you must defeat one of the kidnappers in battle. Use Espeon's Confuse move to make short work of the opposing Pokémon.



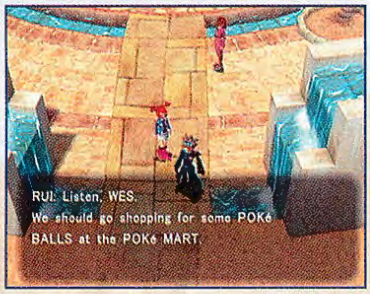
Meet the Mayor





Head to the mayor's house and speak to the big man himself. He will promise to launch an investigation into the attempted kidnapping, then he'll hustle you out of his house. Afterward, enter Phenac Stadium and take a look around. When you leave, some Team Snagem thugs will assault you. Use Confuse and Bite to leave them in the dust.

Let's go Shopping



Shop (1st floor)

Potion	300
Super Potion	700
Antidote	100
Burn Heal	250
Ice Heal	250
Awakening	250
Paralyze Heal	200
Full Heal	600

Shop (2nd floor)

Guard Spec	700
Dire Hit	650
X Attack	500
X Defend	550
X Speed	350
X Accuracy	950
X Special	350

Your sidekick won't let you leave Phenac City until you speak to the woman in the rear of the Pokémon Mart or the man upstairs—a store that sells a wide variety of items. Once you've stocked up, head back to the Outskirt Stand and pick up some free Poké Balls, then return to Phenac City.

Miror Madness

Head back to the mayor's abode for your first encounter with a rainbow afro-sporting bad guy named Miror B. After he shows off some poor dance moves, he'll leave you in the capable hands of his peon, Trudly. Trudly's team isn't very tough, but it will provide you with your first look at a Shadow Pokémon. Check out the sidebar to the right for more info.

The Phenac Tourism Board

Phenac's Pokémon Center is the place to be for Trainers of stripes. In addition to healing your Pokémon, it will let you access a PC from which you can manage your team and save your progress.

A few Trainers are hanging out in Phenac City. If you battle them and win, you'll earn money. Also visit the Pre Gym and take on the four Trainers—if you beat them, you'll earn a valuable White Herb. Return to challenge the leader when you have a team of six purified Pokémon.

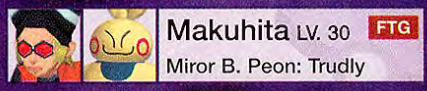
Explore the Shadows

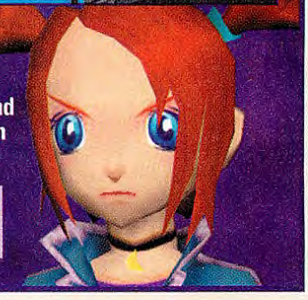
When you return to Phenac City with Poké Balls in hand, you will have your first encounter with a Shadow Pokémon. Read on to learn all about the mysterious Pokémon, and how you can rescue them and stock your own team in the process.

Sighting and Snagging NP

Shadow Pokémon are normal Pokémon that have had their hearts closed—turning them into mindless battle machines. Your sidekick has the ability to identify such Pokémon when they are played in battle. When she spots one, it's up to you to Snag it from the opposing Trainer. Whittle down the Shadow Pokémon's HP (hitting it with a status effect will also help), then use a Poké Ball (or any type of ball) to Snag it.

Miror B. Peon Trudly has a Makuhita Shadow Pokémon. Don't hit the Fighting-type with Confuse, or you may KO it in a single hit. Use Bite and Return to wear it down, then Snag it when the HP meter turns yellow or red.





Choose Wisely

The Shadow Pokémon held by the Trainers in Phenac City are the starters from Pokémon Gold and Silver. Only one will join you, so think it over.

Bayleef LV. 30	Mystery Troop Verde	GRS
Quilava LV. 30	Mystery Troop Rosso	FIRE
Croconaw LV. 30	Mystery Troop Bluno	WTR

Using and Purifying Shadow Pokémon

When you first get a Shadow Pokémon, the door to its heart will be completely shut—but as you use it in battle, the door will slowly open. When the process is complete, you'll be able to purify the Pokémon at the Relic Stone, and it will once again be a normal Pokémon that gains experience, learns moves and the like. The closed heart is represented by a five-segment Heart Gauge. To see a Pokémon's gauge, go to the Pokémon section of the menu, highlight the Pokémon in question and choose Summary—the Heart Gauge will appear below the stats. A Shadow Pokémon will know only the Shadow Rush move at first, but as the gauge empties it will learn additional moves (up to three in addition to Shadow Rush). When you purify the Pokémon, Shadow Rush will be replaced with a new, fourth move.

Shadow Pokémon will often go into a Hyper state during which Shadow Rush does more damage. Use the Call command to snap them out of it—it's also the fastest way to open the door to a Pokémon's heart.

The Trainers of Duel Square

Misdreavus LV. 30	Rider Vant	GHO
Flaaffy LV. 30	St. Performer Diogo	ELC
Skiploom LV. 30	Rider Leba	GRS FLY
Quagsire LV. 30	Bandana Guy Divel	WTR GRD
Slugma LV. 30	Roller Boy Lon	FIRE
Noctowl LV. 30	Rider Nover	NRM FLY

Six of the Trainers in Pyrite Town's Duel Square have Shadow Pokémon on their teams. While you want to Snag 'em all, pay special attention to Misdreavus, Flaaffy and Noctowl. They will eventually learn moves that inflict status effects (such as Paralyze) on their opponents—making them much easier to Snag. If you accidentally KO a Shadow Pokémon, don't panic. Just walk into a building and reemerge; the Trainer will be ready to take you on again. (This applies only to the Duel Square Trainers.)

There Can Be Only One

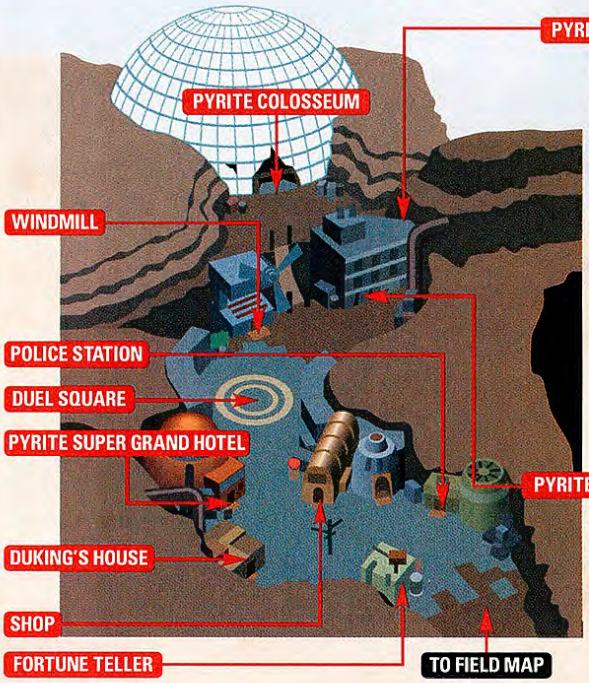
After you take out the trash in the mayor's house, it's time to leave Phenac City. But there's a problem—each exit is blocked by a Trainer, all of whom have a different Shadow Pokémon. You'll have to decide which one you want to Snag before battling. The Trainer in blue has Croconaw, the Trainer in red has Quilava and the Trainer in green has Bayleef.

PYRITE TOWN

When you leave Phenac City, head for Pyrite Town. It's a lawless border town that has only one rule—the strongest Trainer is king! Visit the local shops and get your bearings, then head for the Duel Square and start taking on all comers. If your Pokémon need healing, you'll have to stay in the Pyrite Super Grand Hotel—it will run you 100 Poké Dollars a night.

Shop

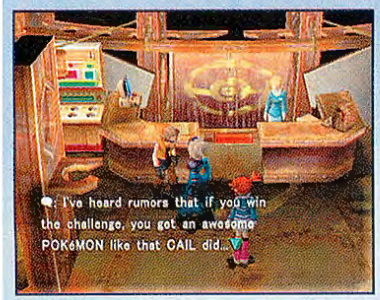
Hyper Potion	1,200
Super Potion	700
Full Heal	600
Revive	1,500
Antidote	100
Burn Heal	250
Ice Heal	250
Awakening	250
Paralyze Heal	200



Hip to Be in the Square

There is a large open area known as the Duel Square in the center of Pyrite Town. If you speak to any of the Trainers in the square, they will immediately challenge you to a battle. In addition to earning experience and Poké Dollars, you can also Snag their multiple Shadow Pokémon (see the sidebar to the left for more info). Once you beat the Trainers, you can fight them again if you like.

Cail Encounter



When you've cleaned out the square, head as far north as you can and pay a visit to Pyrite Colosseum. You won't be able to enter any competitions just yet, but you'll learn about a man named Cail by speaking to the fellow behind the desk. After you chin with him for a bit, go back to the entrance of town, engage Cail in a battle and Snag his Shadow Pokémon—a cute Furret.

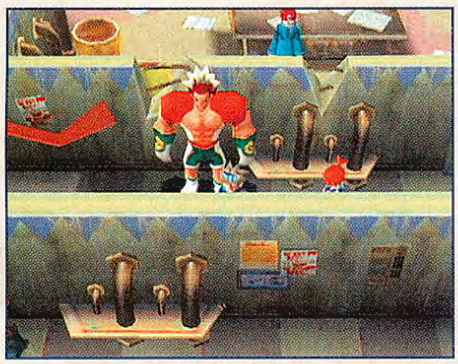
Grab Your Gear

Go speak to Duking, the head of Pyrite Town. He won't talk to you until you discover his kid's secret hideout—which is behind the bookcase. After you visit the hidden lair, walk north to the windmill to trigger a cut scene in which a thief makes off with a Gear. Leave town and go to the construction lot to find the Gear, then return and place it in the windmill.

Enter the Trainers

Once the windmill is running again, you can enter the Pyrite Colosseum tournament. You will face four Trainers in a row, and if you can eliminate all of them, you'll win a TM and a Shadow Pokémon. None of the Trainers are particularly difficult (Umbreon and Espeon can run through them with little trouble), so use the opportunity to start purifying some of your Shadow Pokémon.

Tell Miror B. I'm Coming!



After you win the Colosseum battle, you'll be taken to the Pyrite Building to receive a Shadow Pokémon. The baddies are on to you, however, so your only prize will be a fight. Make your way to the top of the building, battling rapscallions all the while. (There are a few items scattered throughout, including Great Balls and a Revive, so keep an eye out for chests.) When you reach the roof, you'll battle Trainers who have Shadow Pokémon. Rescue them then proceed to Pyrite Cave so you can save Duking's kidnapped Pokémon. The entrance to the cave is on the right-hand side of the roof, and it's guarded by Hunter Doken. Once you beat him and Snag his Qwilfish, go back to the lobby and save before entering Pyrite Cave.

Cail the Rogue

Cail has a team of fairly tough Pokémon, including a Furret that you can claim as your own. If you return to fight him later, his team will be even more powerful.

Furret LV. 33 — NRM
Rogue Cail

The Building Comity

Yanma LV. 33 — BUG / FLY
Cipher Peon Nore

Remoraid LV. 20 — WTR
Miror B. Peon Reath

Mantine LV. 33 — WTR / FLY
Miror B. Peon Ferma

Qwilfish LV. 33 — WTR / PSN
Hunter Doken

The first Shadow Pokémon, Yanma, is located in the lobby of the Pyrite Building. You won't find any of the others until you reach the top floor, but you will find plenty of Trainers who want to battle. It's very easy to KO Remoraid by accident, so use your least-powerful attacks, or try to wear it down with status effect.

Cave People

Meditite LV. 33 — FTG / PSY
Rider Twan

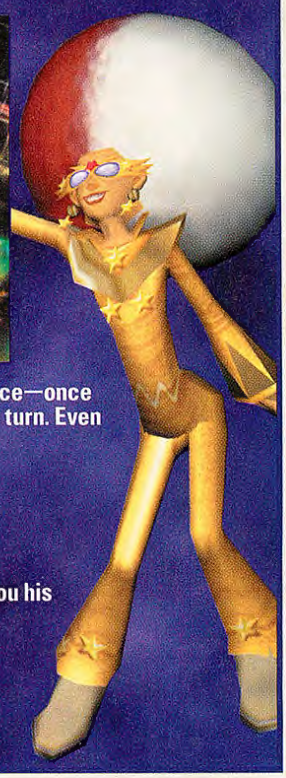
Dunsparce LV. 33 — NRM
Rider Sosh

Swablu LV. 33 — NRM / FLY
Hunter Zalo

There are three Trainers with Shadow Pokémon inside the cave. Unlike the Pyrite Building Trainers, not every cave Trainer will attack you on sight—you'll have to speak with some of them if you want to lay the smack down on every Trainer.

Miror Man

Miror B. is the first real boss that you'll face. He's built a team that is rather tough and contains a very special Shadow Pokémon—Sudowoodo. Avoid using Water-, Grass-, Fighting-, Electric- or Steel-type moves or you may KO it.



Miror B.'s strategy revolves around Rain Dance—once he uses it, his Ludicolo will gain HP on every turn. Even the score with Flying- and Bug-type moves.

Sudowoodo LV. 35 — RCK
Cipher Admin. Miror B.

After you defeat Miror B., Duking will give you his Plusle. Go back to the jail before you leave town—you can get a new TM there.

Plusle LV. 13 — ELC
Duking

AGATE VILLAGE

Your next stop is Agate Village, where your sidekick's grandfather lives. It is also the location of the Relic Stone—a mystical rock that will fully purify your Shadow Pokémon once the doors to their hearts are opened.

Shop

Hyper Potion	1,200
Super Potion	700
Full Heal	600
Revive	1,500
HP Up	9,800
Protein	9,800
Iron	9,800
Carbos	9,800
Calcium	9,800
Zinc	9,800
Joy Scent	600
Excite Scent	800
Vivid Scent	1,200

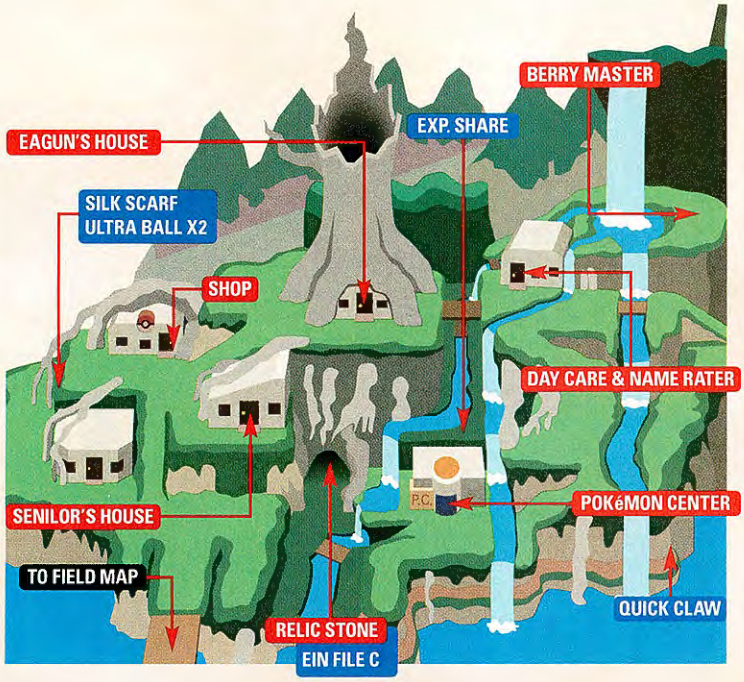
Take a look around the town, then head for Eagun's house and speak to the grandparents. As soon as the reunion starts, someone will bust into the house with news of outsiders in the Relic Forest. Eagun will leave, and you must follow. Take the path to the left of the Pokémon Center, then enter the cave.

Townsfolk and Services

There's a lot to see and do in Agate Village. In addition to having such useful services as the Berry Master (who will give you free berries) and the Day Care (where you can leave Pokémon to gain experience or to change the name of fully purified ones), you can also find a wide array of great items just lying around. Pick up the Silk Scarf from the small cave on the left-hand side of the village, then head to the middle of the map and nab the Exp. Share. (Look for a hidden path behind your grandfather's house, then head east—toward the middle of the map.)

Make the Relic Stone Your Own

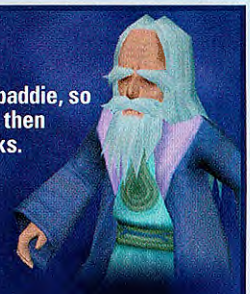
The evildoer at the Relic Stone, Cipher Peon Skrub, is no slouch—bring Pokémon with open hearts and strong moves. Once you've defeated Skrub, Eagun will tell you about Celebi. Go talk to Senilor about the mysterious Pokémon, then return to Eagun's house and get the Small Tablet. You will then be able to purify your Pokémon.



Battle at the Relic Stone

Eagun will lose a battle against the Relic Stone baddie, so you'll have to step in. Wear down his Hitmontop, then Snag it—don't use Flying- or Psychic-type attacks.

Hitmontop LV. 38 FTG
Cipher Peon Skrub



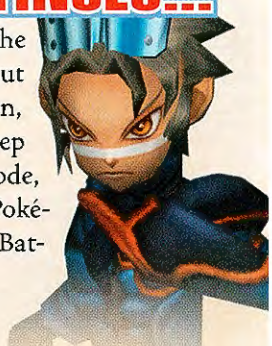
Out of the Shadows

When you claim the Small Tablet from your sidekick's grandparents, you can finally purify your Shadow Pokémon. Any Pokémon with a completely empty Heart Gauge is eligible for purification. Stand in front of the Relic Stone and press the A Button, then select any Pokémon in your current party. You can purify only one at a time, but you may use the stone as many times as you wish.

When purification is complete, a Pokémon will lose Shadow Rush and gain a fourth move. It will also be rewarded will all the EXP it built up as a Shadow Pokémon. Finally, you will be able to give it a nickname. Visit the Name Rater in the Day Care to see how your name measures up.

THE STORY CONTINUES...

You've just begun to experience the vast world of Pokémon Colosseum—but now that you can purify Shadow Pokémon, the good times will really start to roll. Keep at it—once you beat the game in Story mode, you'll be able to import Pokémon from Pokémon Ruby and Sapphire and use them in Battle mode. Fight on, brave Trainer!



Pokémon 101: All the Stuff You Need to Know

If you're already familiar with the Pokémon universe, you can safely skip the next two pages. If, however, Pokémon Colosseum is the first Pokémon game you've ever played, you're going to need a brief lesson in the basics. The Pokémon battle system seems simple at first—and is quite easy to learn—but there's a whole lot of complexity just beneath the surface. Read the following primer before you leap into battle—it will help in the long run.

Pokémon Stats

Each Pokémon has a number rating in six areas. The higher the number, the more powerful the Pokémon. Some types naturally have a high stat in one area—Flying-types have good Speed, for example.

Attack

The higher a Pokémon's Attack, the more damage it will do with a Physical Attack (marked in black on the chart).

Special Attack

The higher a Pokémon's Special Attack , the more damage it will do with a Special Attack (marked in green on the chart).

Speed

The higher a Pokémon's Speed, the greater the chance it will move first in battle.

Defense

The higher a Pokémon's Defense, the less damage it will take from a Physical Attack.

Special Defense

The higher a Pokémon's Special Defense, the less damage it will take from a Special Attack.

Hit Points

Pokémon lose Hit Points (HP) when they are attacked. If a Pokémon runs out of HP, it will faint out of battle.

Pokémon Types

Each Pokémon has a type, and some, called dual-types, have two. (All moves have a type as well.) Use the chart below to make good matchups in battle. When a move's attack type is especially effective against the opposing Pokémon's type, you'll score a damage multiplier (see below).

Physical Attack
Special Attack

Your Attack Type ↓ / Opponent's Pokémon Type →	NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	DARK	STEEL
NORMAL													–	=			–
FIRE		–	–		+	+						+	–		–		+
WATER		+	–		–				+				+		–		
ELECTRIC			+	–	–				=	+					–		
GRASS		–	+		–			–	+	–		–	+		–		–
ICE		–	–		+	–			+	+					+		–
FIGHTING	+					+		–		–	–	–	+	=		+	+
POISON					+			–	–				–	–			=
GROUND		+		+	–			+		=		–	+				+
FLYING				–	+		+					+	–				–
PSYCHIC							+	+			–					=	–
BUG		–			+		–	–		–	+			–		+	–
ROCK		+				+	–		–	+		+					–
GHOST	=										+			+		–	–
DRAGON															+		–
DARK											+			+		–	–
STEEL		–	–	–		+							+				–

Damage Multipliers

- To calculate the final damage multiplier, find out which individual multipliers apply, then multiply them together.
- To find out which attack types you should use on a defending Pokémon, scan its type column and see which attack types do x2 damage (+), half damage (–), or no damage (=).
- Against dual-type Pokémon, use the chart to find both damage multipliers, then multiply them together.
- When a Pokémon delivers a Critical Hit, it inflicts double damage.

x2 Damage for + attacks

x2 Critical Hit damage

x1.5 Damage if the attack type is the same type as the Pokémon using it

x0.5 Damage for – attacks

x0 Damage for = attacks

Physical Attack

The higher an attacking Pokémon's Attack stat is, the more damage a Physical Attack will do. The higher a defending Pokémon's Defense stat is, the less damage it will suffer.

Special Attack

The higher an attacking Pokémon's Special Attack stat is, the more damage a Special Attack will do. The higher a defending Pokémon's Special Defense stat is, the less damage it will suffer.

Move Stats

Like Pokémon, moves are rated in different statistical categories. In a very general sense, moves with higher numbers are better—but the most effective move is always determined by the situation.

Basic Attack Power (BA)

BA influences the amount of damage a move can inflict. Weak moves usually have a low BA, while strong moves have a high BA. You'll be most effective if you use Pokémon that know high-BA moves which work in tandem with their Attack or Special Attack stat, whichever is greater.

Accuracy (AC)

A move's Accuracy determines the likelihood that the move will connect with its target. Weak moves usually have good AC, whereas most strong moves have a lower AC. Some moves improve the Accuracy of all moves during a battle. On the flip side, a defending Pokémon can raise its Evasion—a stat that lowers the AC of opposing moves.

Power Points (PP)

PP indicates how many times a Pokémon can use a move. The number carries over from battle to battle, so if you have a move with 10 PP and you use it eight times, you can use it only twice in the next battle. You can replenish PP at a Pokémon Center, a Pokémon Restoring Machine or a hotel.

Building Experience

Pokémon gain experience points (EXP) by participating in battles. They don't have to fight, they just need to be on the battlefield at some point. If you want a Pokémon to gain lots of EXP, keep it in your party's first or second slot so it gets used in every skirmish.

When your Pokémon earns enough experience, it will level up and all of its stats will receive a boost.

Type Matchups / Offensive and Defensive Strategies

There are two main battle strategies. An offense-oriented team will try to arrange matchups that favor its attacks. A defense-oriented team will try to swap in Pokémon that won't take much damage from its opponent's attacks. Note the difference between Pokémon types and move types. If a Fire-type Pokémon attacks an Ice-type Pokémon with an Ice-type attack, it won't do much damage—even though a Fire-type Pokémon used it.

The offensive strategy works well if you know powerful moves that can end a battle quickly. Your Pokémon might take a lot of damage, but your goal is to end the battle as fast as possible.

The defensive strategy usually prolongs a battle. Status conditions (see below) are a major component of the strategy, as are moves that increase your Defense, Special Defense or Evasion.

Status Conditions

Sometimes your Pokémon will be hit with a status condition (or you may inflict one on your opponent). Most conditions last anywhere from two to six turns. The ones listed below are the most common, but you may also face such conditions as Attract and Flinch. Conditions can be cured with berries, held items or certain moves.

Condition	Effect on Defending Pokémon
BURN	Loses Attack strength and HP each turn
CONFUSE	Sometimes attacks itself instead of target
FREEZE	Can't deliver moves
PARALYZE	Can't deliver moves 25% of the time / Loses Speed
POISON	Decreased Attack and HP each turn
SLEEP	Can't deliver moves

A Pokémon can't suffer from multiple status conditions, except when Confuse is involved. Inflicting Confuse and a second condition on tough Pokémon is a great strategy. Status Conditions also make Shadow Pokémon easier to Snag.

Technical Machines and Held Items

Your Pokémon can learn new moves. It will learn some moves naturally, but—in Story mode—others come in the form of Technical Machines, or TMs. (Not every Pokémon can learn every TM.) In addition, each Pokémon can hold one item in battle. Some vanish after one use, but some will work again and again.

TMs are a one-shot deal, so think very carefully before assigning them to a Pokémon. You'll receive some early on in Story mode—just hang onto them until you get a good feel for your party.

Some held items increase stats. Soft Sand, for example, increases the power of Ground-type moves. If you give it to a Ground-type Pokémon that knows Ground-type moves, it will be megapowerful.

Other held items cure status conditions. Many such items, such as berries and potions, are one-shot items, but a few, such as the White Herb, will work multiple times.

The Basics and a Whole Lot More

If you want more strategy, you should check out NP's Official Pokémon Colosseum Player's Guide. At nearly 200 pages, it's got more stats, in-depth strategy and info than we could possibly cram into this article.

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CUSTOM ROBO™

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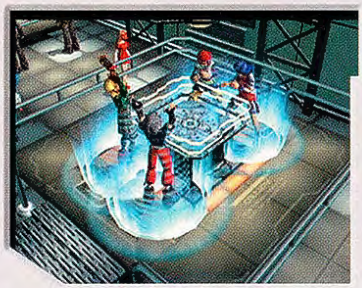
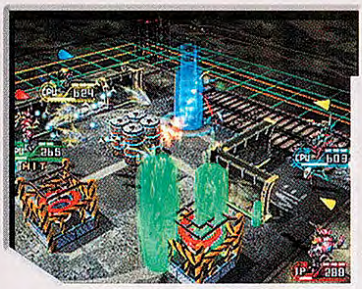
SLICK, ANIME-INSPIRED ROBOTS HAVE LONG BEEN ONE OF GAMING'S MOST APPEALING SUBJECTS. ON MAY 10TH, GAMERS WILL FINALLY HAVE THE OPPORTUNITY TO BUILD THEIR OWN BATTLIN' BOTS AND PIT THEM AGAINST OTHER MECHS IN CUSTOM ROBO FOR GCN.





ROBO CUSTOMIZATION 101

A robo consists of five parts: body, gun, bomb, pod and legs. You'll start with only the standard equipment in each category. After winning certain battles, however, you'll gain access to new machinery, which you can retrieve from one of the parts generators scattered throughout town. With nearly 200 parts in all, it's possible to create over 50 million different robos! The best bots don't always implement your newest acquisitions, though. The most effective battle plan is to customize a robo that best suits your opponent and the battlefield. The schematic on this page will help you better understand the purpose of each part.

GUN

A robo is equipped with three weapons, the most important of which is the gun it carries in its right hand—you'll usually use your bombs and pods to force the opposing robo into a position where you can take it down with your gun. The firearms vary by power, firing speed, range and homing capability.

BODY

The body constitutes the robo's entire chassis. There are 12 models, each possessing unique abilities. The Shining Fighter pictured here, for example, can execute an air dash, whereas an Aerial Beauty has the power to double-jump. Each model comes in three styles: Normal, Armor and Speed.

POD

The pod on a robo's back fires explosive rounds that vary by power, speed, homing capablity, blast radius and blast duration, depending on the part. Unlike with the gun and the bomb, there's no moment of vulnerability after launching a pod, so you can fire it continually to force your opponent into a corner.

BOMB

The weapon in the robo's left hand fires a long-range bomb. While holding the R Button, you can adjust the targeting reticule by tilting the Control Stick. Bombs vary by power, speed, blast radius and blast duration. The projectiles are typically very slow, so their primary use is to drive an opponent away from cover and into the open.

LEGS

Legs may seem like the least important element of robo construction, but they can drastically affect your bot's maneuverability and aerial skills. The right pair of legs can give you a huge advantage when dealing with obstacles on the battlefield.

Be a Robo Commander

Custom Robo's story mode is a light RPG that also serves as a tutorial. You'll play as a young robo commander who joins a ragtag (but lovable) group of mercenaries named Steel Hearts. The robos themselves are only a few inches tall, and battles take place in digital fighting arenas called Holosseums. Below are some of the important locales you'll visit over the course of your journey.

Hero's Home

You begin each day at your hero's apartment. With both of the young man's parents gone, his landlady takes it upon herself to check in on him every morning and see how he's doing. She means well, but she's a bit eccentric.

Boggy's Cafe

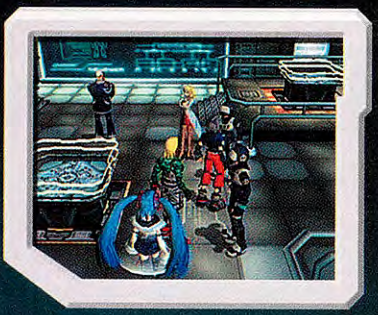
The proprietor of Boggy's Cafe hosts illegal tournaments in a secret room behind the back wall of his establishment. When one competitor throws off the wagering by winning every tournament, Boggy calls on Steel Hearts to defeat him.

Steel Hearts

The Steel Hearts building is the base of operations for you and your partners, Harry and Marcia. Ernest, the chief of Steel Hearts, assigns missions to your team, as well as provides frequent comic relief with his affinity for poetry.

Police Squad HQ

The law enforcement officials at the Police Squad HQ are all top-notch robo commanders. They usually don't get along with mercenaries, but the chief of police commissions a huge tournament to bring everyone together.

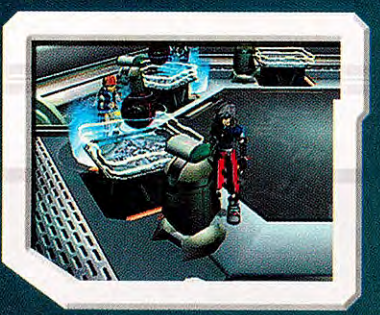


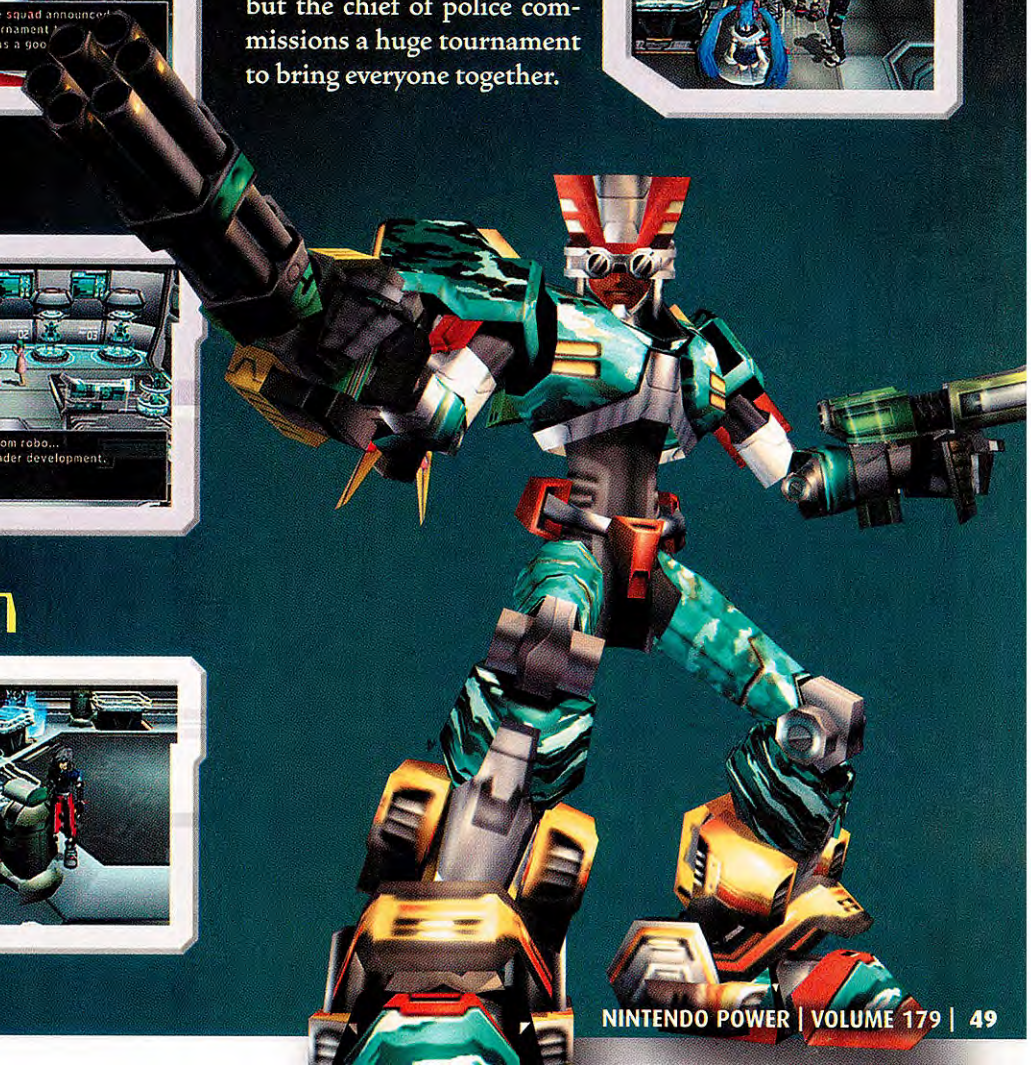
The Lab

The Lab is the official robo research facility, where new models and parts are developed and tested before hitting the market. Its latest top-secret project is sought after by a mysterious organization know as the Z Syndicate.

Training Gym

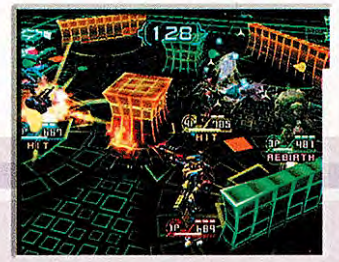
Robo commanders can test their bots against computer opponents in the Training Gym. Harry will take you there early in the game. The computers will impart helpful strategic advice and give you an opportunity to hone your skills.





ARCADE MODE

Arcade mode cuts out all of the extraneous adventuring and thrusts you directly into battle against the CPU. There are five play types—one-on-one, two-on-two, tag team, three-player battle royal and four-player battle royal—each consisting of eight rounds that get progressively more difficult.



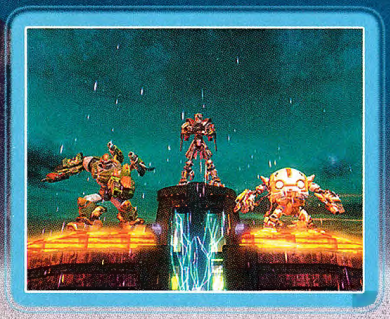
VS. MODE

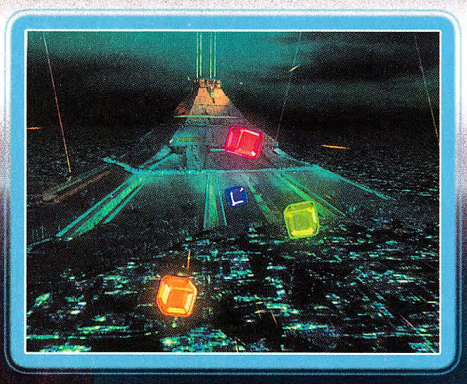
Up to four people can throw down in Vs. mode, which offers the same play types as Arcade mode in addition to a two-on-one handicap match. There's something immensely satisfying about proving your robot-building superiority as you reduce your friend's latest creation to a pile of scrap metal.

MECH WARRIORS

Custom Robo exemplifies the fact that robots and video games go together like peanut butter and jelly. It also brings to the table an RPG-like story, unparalleled customization options and plenty of frantic multiplayer mayhem. Robot fans rejoice!

CUSTOM ROBO™





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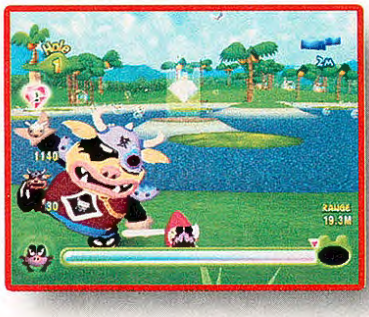

(No frogs were permanently hurt in the making of this game.)

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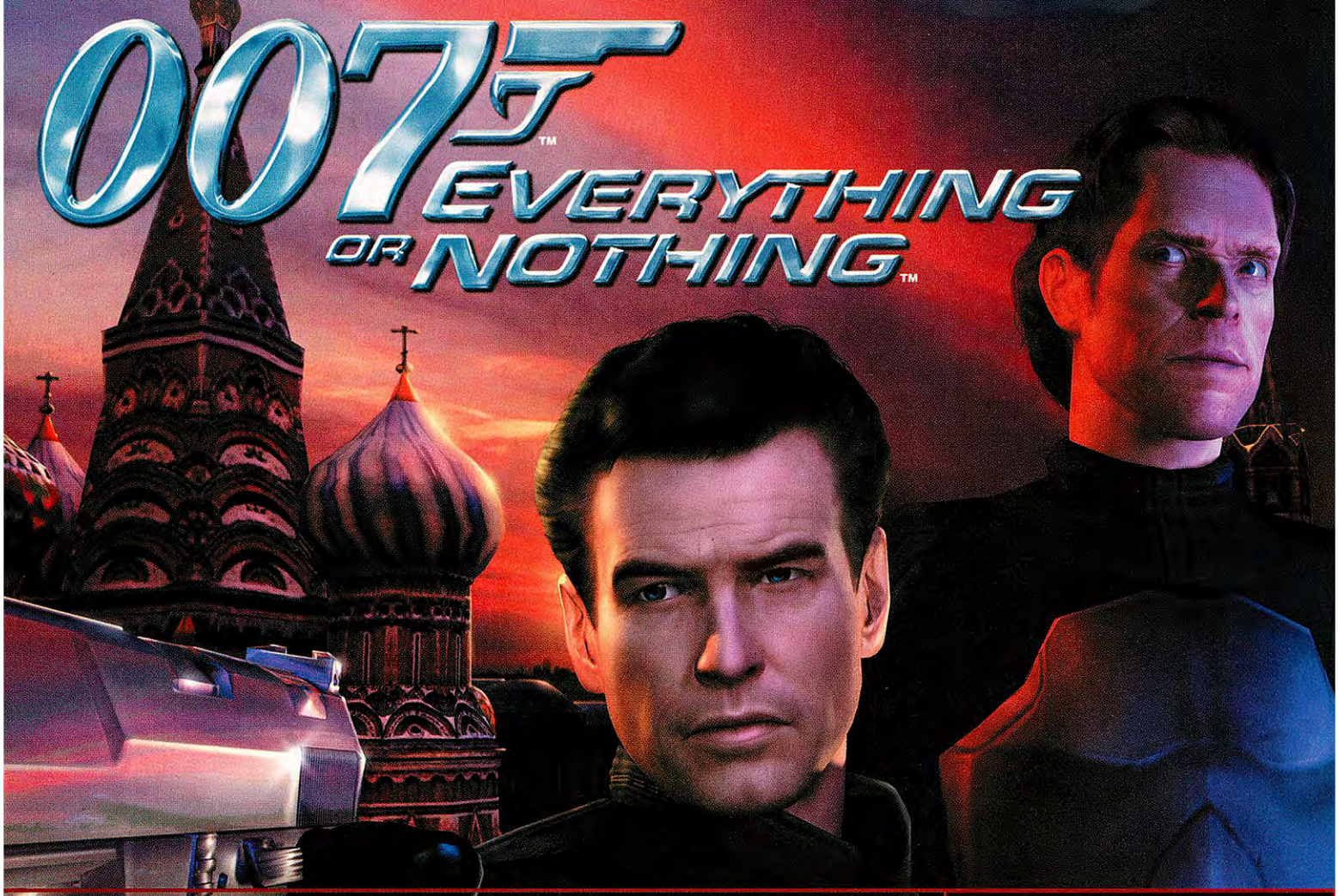
007™ EVERYTHING OR NOTHING™



BOND'S BIG MOMENT

Some feats are so clever that only a master spy like James Bond would think of them. Every mission in EA's Everything or Nothing for GCN has opportunities for such Bond Moments—each worth 10,000 points toward your gold medal score. Our coverage reveals every Bond Moment in three of the game's four main areas. Some Moments will make missions easier to complete, but others might take you out of your way. Text hints appear when you pause the game, and the postmission score reveals how many Moments you've completed. Press the Y Button with the Bond Moment stat highlighted to bring up semiopaque visual hints of incomplete Moments.

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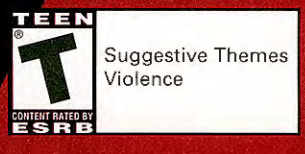


A MIDAS TOUCH

Earn points to achieve gold medal status by completing Bond Moments, shooting accurately and efficiently and finishing missions quickly. The list below shows many of the bonus rewards and how many gold medals you need to earn them.

Production Stills 1	1
Production Stills 2	2
Production Stills 3	3
Production Stills 4	4
Production Stills 5	5
Helicopter Weapon Upgrade	6
Production Stills 6	7
Serena	8
Production Stills 7	9
Tank Weapon Upgrade	10
Underworld Mission	11
Cayenne Weapon Upgrade	12
Production Stills 8	13
Mya	14
Vanquish Weapon Upgrade	15
Production Stills 9	16
Miss Nagai	17

GROUND ZERO

Gold: 75,000 points

Ground Zero is essentially a training mission, but it won't reveal the following tip. After completing a stage, check your Mission Score to see which categories will add to your point total, then replay the mission and try to improve those stats.

Stairs are for wimps

Once you grab the briefcase, a guard in the control room will begin firing down at you. Duck into cover, take him out, then shoot a second guard in the doorway. Rappel to the control room to earn your first Bond Moment.

Not so nice of you to drop in

Blast the hoverjet and the two armored vehicles from the control room. Then descend to the courtyard and find cover on the left side, where you can shoot a rappeling guard before he hits the ground.

EGYPT

ON-THE-JOB TRAINING

On assignment in Egypt, Bond must destroy a massive dam, find a way to get aboard a moving train, wreck the train, rescue a beautiful scientist, escape in a helicopter, track an evildoer to his secret hideout and blast it to smithereens. It's all in a day's work in Her Majesty's Secret Service.

A LONG WAY DOWN

Gold: 90,000 points

A balanced approach to maximizing your points is often best. Some Bond Moments may take extra time to complete, which might adversely impact your Mission Duration score. Consider skipping a lengthy Moment to save precious seconds.

A steamy encounter

When you rappel onto the first ledge, run left, use wall cover and pick off the guards near the computer without risking your neck. Go to the valve beyond the computer and turn it on. You'll steam your enemies and earn a Bond Moment.

Up and away

After defeating the guards on the first ledge, use the Q-Rappel to climb a wall on the left side of the ledge. You'll earn a Bond Moment and get the sniper rifle. Rappel back to the lower ledge to drop the explosive charge in the pipe.

Mind your table manners

Rappel down to a ledge that gets damaged in an explosion, then turn and shoot the guards who charge out of the burning room. Inside to the right, you'll find a table you can flip over to earn a Bond Moment. Duck behind the table and shoot the two rappeling guards who appear beyond the glass wall.

Licensed to cook

Jump out of the right-hand window in the room where you flipped the table, and rappel to the third ledge below. As usual, you'll be greeted with gunfire. Turn on the steam valve on the left wall to cook your reception committee for a Bond Moment, then look for the fire shutoff switch nearby.

Things are looking up

After turning off the flames, cautiously enter the dam and take cover from hostile guards. Target a section of the ceiling to send it crashing down on your enemies' heads.

TRAIN CHASE

Gold: 150,000 points

The Porsche Cayenne is our choice for scoring three Bond Moments with great ease. (Use the sleek Triumph motorcycle if you desire a greater challenge.) The homing missiles are your best bet for destroying enemies quickly and efficiently, and the machine guns are effective at close range.

Take the high road

Veer left when you see the narrow tunnel. You'll take the high road, fighting several bikers and earning a Bond Moment by blasting a helicopter with your missiles.

The SUV long jump

As you drive through the temple complex, a missile from the train will knock down a giant pillar. Take the ramp on the left and leap over the blocked road to earn the second Bond Moment in the stage. While in the air, steer toward the right to avoid hitting the wall when you land.

Get back on track

The final Bond Moment is a breeze. Drive along the right side of the valley and look for the ramp that leads up to the train tracks. When your vehicle flies off the ramp, you'll snag another Bond Moment.

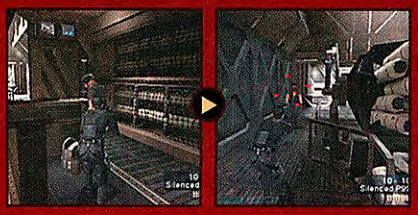
AN OLD FRIEND

Gold: 125,000 points

Stealth is the name of the game when you board the train. In each of the first four train cars, you must defeat the guards without allowing them to raise an alert. If you succeed, you'll earn a Bond Moment each time. If a guard detects you, move quickly to subdue him before he cries out. You can use unsilenced guns to defeat the final enemy in each train car.

The first train car

When the patrolling guard heads toward the front of the car, subdue the two guards facing computers. Hide, then shoot the third guard when he comes to investigate his fallen comrades.



The second train car

Enter the second train car crouching, and manually subdue the guard at the computer terminal to the right. Still crouching, sneak up on the patrolling guard and shoot or subdue him to earn a Moment.

The third train car

Crouch as you enter the third car, and subdue the first guard quickly so the one at the far end doesn't spot you between the stacked crates. Hide behind the crates and drop the second guard with one shot from your Desert Eagle pistol.

The fourth train car

Sneak up on the guard patrolling the left side of the missile, then backtrack and wait for a chance to subdue the guard on the right side. The third guard never looks away from the computer. Easy.

SAND STORM

Gold: 160,000 points

Follow the enemy chopper closely, and target your missiles and bombs at anything that moves or shoots at you. You'll easily boost your Mission Duration and Enemies Subdued stats and be well on your way to earning gold.

A bridge too flammable

After bombing the first river patrol boat, follow the canyon as it curves to the left. Target the wooden bridge that bears two vehicles, and blow it up with your missiles to earn your first Bond Moment.

Gunboat diplomacy

Three gunboats on the river have locked on to your chopper. Destroy them all to earn a Bond Moment. Missiles are the surest bet, but if you want to save them for later, drop bombs. Because they're less accurate, you'll need to double-check that you blew up the boat.

Fireball

You'll encounter flaming spouts inside the temple. Fly high or low to avoid them. If you make it through without getting burned, you'll earn a Bond Moment. Don't waste missiles on the enemy chopper ahead of you; its flares will render your missiles useless.

PERU

RUMBLE IN THE JUNGLE

As the game's setting turns from desert to jungle, Bond faces greater challenges than ever before, and that means it's going to be even harder to earn gold medals and score Bond Moments as you shoot your way through Peruvian mines, rain forests and towns.

SERENA ST. GERMAINE

Gold: 150,000 points

Serena is your contact in Peru, and reaching her isn't easy. Learn the quickest route to your objectives to maximize your Mission Duration score, and avoid crunching the lovely Porsche Q has provided for your entertainment. Finding Serena is only the beginning—there's plenty of action remaining and lots of enemies to overpower to rack up your point total.

Light up the town

After M suggests causing a distraction to get past the roadblock, locate the fireworks factory and park in the glowing spot across the street. Drive the RC car up the ramp and along the right ledge. Melt the grating with your laser, then ignite the fireworks crate. The roadblock will be gone.

A road less taken

On your way down the hill with Serena, pass through the plaza in the lower section of town. When you see two vehicles blocking the road, veer left down a ramp and a set of stairs to earn a Bond Moment.

VERTIGO

Gold: 150,000 points

The many enemies in the mine complex provide you with a chance to score big points in the Enemies Subdued category, which will help you earn the gold medal. Although the mine's layout might confuse you at first, you'll soon learn the fastest path through it and improve your mission time. It all adds up to a gold mine of point-scoring potential.

Guards interrupted

Crouch in the dark corridor then stalk and subdue the first guard who walks by to the left. You can use a sleeper dart on him, but given your limited supply (five darts) it might be wise to save them for later.

Wait for the second guard behind the mine cart near the outer wall. When he pauses to take in the view, silently eliminate him manually or with a sleeper dart.

Use sleeper darts to have the Sandman visit the last two guards. Hide behind mine carts and fire the darts before the guards catch sight of your previous victims. If they don't raise the alarm, you'll earn a well-deserved Bond Moment.

Firing under the radar

Push the mine cart and run behind it, then crouch and pick off the guard who's holding the rocket launcher. Once the coast is clear, use the Control Pad and C-Stick to target the gas tanks below the radar tower. The ensuing explosion will earn you a Bond Moment and take care of an objective.

A shot in the dark

After decommissioning the radar tower, mop up the guards at the mine cart track junction and drop to the dark tunnel. Your thermovision goggles will help you see enemies, but foes can see you, too. You'll find a rocket launcher and armor at the end of the tunnel, and you'll get a Bond Moment.

Take a spider for a walk

After the battle in the dark, shoot out the lower board above the track and steer a Q-Spider upstairs to the equipment room. Grab supplies and open the door to earn a Bond Moment.

THE RUINED TOWER

Gold: 175,000 points

There are plenty more enemies waiting for Bond in the jungle ruins ahead. Concentrate on weapon accuracy and efficiency to maximize your points.

It's crate to see you

Sneak behind the crate and subdue the first guard when he turns away from your hiding place. Use a sleeper dart to quiet the second guard before he spies his fallen comrade. Your stealth will earn you a Bond Moment.

Sleeping on the job

Crouch and quickly move to the cover of the stone wall in front of the warehouse. Use a sleeper dart on the guard to the right, then wait for the guard farther to the left to come into range before sending him to bed.

Above the fray

Rappel up to a ledge on the stone wall to the right of the warehouse. You'll earn a Bond Moment and collect the Dragunov sniper rifle and armor. Use the sniper rifle to pick off the rocket launcher-bearing guard.

Arachnid acrobatics

Rappel up the wooden wall and use a Q-Spider to crawl along the small ledge. You'll earn a Bond Moment and collect armor. Don't dawdle, though; a fresh cadre of guards is heading toward Bond's position.

DEATH OF AN AGENT

Gold: 200,000 points

The hardest part of the battle in the ruins is the dark maze you must navigate while under attack. If you learn the route through the maze, you'll increase your Mission Duration score. Try to attain all six Bond Moments to boost your score further.

Kiss of the Q-Spider

Deploy a Q-Spider at the outset. Scurry into the vent and drop on top of the unsuspecting guards. The spider will explode, taking out the guards, and you'll earn a Bond Moment as easy as pie.

Who turned out the lights?

You'll have to don the thermovision goggles to see in the pitch-black conditions of the maze. Move carefully around corners and look in niches and side chambers for armor and the rocket launcher. You'll see your surroundings better by using the Control Pad, which activates your Bond Sense mode.

Tanks for the help

Look for stairs leading out of the maze. At the top of the staircase is a switch that opens a door, allowing more guards to swarm in. Shoot the gas tank to earn a Bond Moment and burn the guards.

Free-fall fireworks

As you sky-dive down the cliff face, you'll see a ledge with two rocket launcher-wielding guards. Stay to the left and use the Control Pad to slow time and target the dynamite near the left guard. If you hit the dynamite, you'll cause an explosion and score a Bond Moment.

Between a rock and a hard place

Near the bottom of the cliff you'll see a narrow passage toward the left. You can squeeze through it for a Bond Moment. You should be fairly close to Serena at that point. If you're too far behind her, you won't have time to accomplish the final Bond Moment and catch up to her.

Someone left the gas on

After passing through the gap noted in the previous tip, slow down time by pushing Left or Right on the Control Pad. Lock on to the gas tank on the ledge below and shoot it for the final Bond Moment. Then catch up to Serena. You'll save her at the last second with an amazing rappel move in a cut scene.

A SHOW OF FORCE

Gold: 200,000 points

You're not going to score stealth points driving a tank through town. Forget about Weapon Accuracy and just blast everything that moves or is likely to explode. You'll save time at the end of the stage by taking shortcuts on the motorcycle.

Short and sweet

Shortly after you begin the race to the airfield, look for a shortcut on the right side of the road. You'll earn a Bond Moment and knock time off the clock. You'll also avoid some enemy fire, but you'll limit your opportunities to defeat enemies on the main road.

Gatecrashers welcome

As the mission gets started, switch to your tank gun and blow up the gate (and the enemy vehicle sitting in front of it) for a Bond Moment—one of the easiest in the game. As you start to move, switch back to the machine gun and riddle the jeep and the chopper with lead.

Follow that airplane

A roadblock at the entrance to the airstrip could slow you down. Bypass it by steering to the right, where a ramp gives you the opportunity to leap to safety, avoid damage and earn another Bond Moment.

Gasoline alley

As you turn right in the narrow alley, train your machine gun on the gas barrels behind the guards. Use the L Button to zoom in for easier targeting. If you hit the barrels, you'll earn a Bond Moment and toast the guards, too.

Great ball of fire

Send a tank shell into the gas pumps to create a fireball that will take out all of the vehicles in the vicinity, including the chopper overhead.

NEW ORLEANS

BIG EASY AIN'T SO EASY

The action and the challenge step up another notch in the steamy environs of New Orleans. You'll race through the downtown streets, scare up the dead in a cemetery in the French Quarter and bring down the house at the Kiss Kiss Club. Bond is like a one-man Mardi Gras.

MARDI GRAS MAYHEM

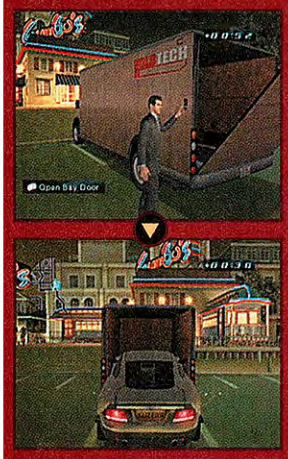
Gold: 200,000 points

Bond needs to burn up the streets as he tracks down vital information that will save Agent Starling. Learning the street layout and shortcuts is key to your success. Put your Enemies Subdued, Weapon Accuracy and Efficiency stats on the back burner. More important are getting the Bond Moments and finishing the mission as fast as possible.

Everyone loves a parade

Head to the park and answer the phone. You'll get instructions from CIA operative Mya Starling. Turn right as you exit. When you see the arrows pointing left, veer right and enter the narrow alley.

As you emerge from the alley, you'll leap over a parade, giving the partygoers something to talk about. You'll land in a building on the other side of the street. Your antics are good for a Bond Moment and for your Mission Duration.



You can take it with you

You can't drive into enemy territory behind the wheel of a missile-laden Aston Martin V12 Vanquish without raising a few eyebrows. Instead, find a truck and park your car inside it. You'll earn a Bond Moment and have the use of your beloved Vanquish for the fun that will follow. If you leave the car behind, you won't be able to complete the remaining Bond Moments.

Pipe up

After planting the tracking device, take the Vanquish in pursuit of the limo. As you leave the factory, head through the concrete pipe and make the hair-raising jump to a building across the street.

Traction trouble

You can slow down the limo with Q's magnetic gizmo, but you'll have to get in front of your foe and lay down an acid slick to bring the car to a stop. For doing so, you'll earn a Bond Moment and learn the whereabouts of Mya Starling.

THE KISS KISS CLUB

Gold: 225,000 points

The Kiss Kiss Club is a target-rich environment, but ammo is limited—and so is good cover. Make every shot count, and use stealth techniques when you're sneaking around upstairs.

Let your fingers do the talking

Rappel to the open window on the second floor and give the lady a hand. She's expecting a massage. Press the A Button to oblige her, then exit through the door. You'll earn a Bond Moment. The rest of the denizens of the Kiss Kiss Club will be less pleased to see you.

Drop the lights

Following a cinema scene, the Kiss Kiss Club's crowd opens fire on Bond. Run to the left side of the bar and trip the switch to drop a large light fixture on the head of the club's slowest patron.

Stuntman tryout

Two Hollywood wanna-bes lean over the railing above to get a shot at 007. Some well-directed lead will end their cinematic ambitions. They'll fall over the rail like Oscar-winning stuntmen, and you'll score a Bond Moment in your directorial debut.

DEATH'S DOOR

Gold: 275,000 points.

The cemetery is filled with danger, but not from ghosts and goblins. Plenty of armed foes give you lots of opportunities to subdue enemies and shoot with precision. Use the ample cover to protect Bond from the enemies lurking in the shadows.

Itsy bitsy Q-Spider

After clearing out the first courtyard, hide in the building with the locked door. Unleash the Q-Spider, scurry through the duct and retrieve body armor. You'll earn a Bond Moment for your extreme cleverness.

No trespassing

As you head toward the bell tower, be prepared to stop a guard who makes a mad dash for the gate. You'll prevent extra guards from getting at you, and you'll score an easy Bond Moment. Avoid the tower sniper's shots by ducking behind tombs.

Tower of terror

You can pick off the sniper with the Dragunov, or rappel up the tower and subdue him at close range to get a Bond Moment. Grab the skeleton key and return to the locked building.

A room with a view

Gain access to the building by using the skeleton key. Inside you'll have to wear your thermovision goggles to see and shoot enemies. Head to the balcony and use the sniper rifle scope to look for the security box on the distant building. Shoot the box to unlock the final gate and boost your point total with a Bond Moment.

You only fry twice

Mya's captor has chosen a poor arena for the battle with Bond. Switch off the device that threatens Mya, then target and shoot a gas barrel when the boss is nearby. Repeat the explosive attack to defeat him and earn two Bond Moments.

BATTLE IN THE BIG EASY

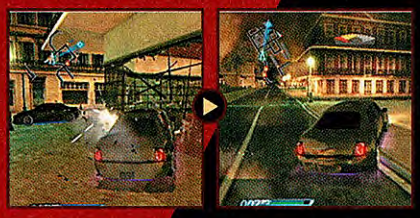
Gold: 250,000 points

Speed is of the essence as you race from one safe house to another with Agent Starling. The fastest completion time will earn you the best score. Once you've retrieved the Vanquish, you can use missiles to destroy enemies.

Smoke out the enemies

You'll earn a Bond Moment if you use the car's smoke screen when an enemy vehicle is on your tail. The in-game map shows the locations of enemies as orange blips. If one appears behind the blue arrow that designates your car, smoke the bad guy.

Take the fast way home



From your starting location, drive straight ahead and smash through the glass wall to the right when you reach the roadblock. At the next corner, bust through more glass to the left. Drive along the waterfront while Mya defuses the bomb, then use the map to make your way to the safe house.

Driven to distraction

Zip up the drainpipe to enter Diavolo's factory. When you see red crosshairs, blast the target with the RC car's laser, which causes a steam jet to distract the guards. Follow the catwalk left then right, and use the laser on the panel to score a Bond Moment and destroy the factory.

FADED SPLENDOR

Gold: 300,000 points

When you pay Diavolo a house call at his plantation estate, don't expect a warm welcome. It's going to be tough to rack up 300,000 points at Agent difficulty. If you play 00 Agent difficulty, you'll face tougher foes but double your score.

Silent entry

Hide in the corner of the foyer, and use a sleeper dart to drop the passing guard. Activate your Nano Suit and rappel to the upper level in the next room for a Bond Moment.

Let 'er rip

Several guards will be stationed in the main room. Use the Control Pad to target the chandelier and drop it on their heads for a Bond Moment.

Picture perfect

After throwing the two door switches, battle your way upstairs. In the room with the large paintings, look for a secret switch on the leftmost painting. It unlocks a cache of ammo and armor.

THE MACHINERY OF EVIL

Gold: 300,000 points

Strong Weapon Accuracy and Efficiency scores will earn you big points in Machinery of Evil, just as they did in Faded Splendor. You might find it easier to accomplish your goals if you play 00 Agent difficulty and earn twice the points. Bond Moments take place in the space beneath the lab floor.

Too hot to handle

Defeat as many guards as possible in the space beneath the grating before you attempt to shoot out the steam pipe. Send a Q-Spider and detonate it. Steam from the ruptured pipe will singe the guards, and you'll score a Bond Moment.

A tale of two pipes

Look for two glowing pipes behind the enclosure beneath Yayakov's platform. Target one pipe using the Control Pad, then shoot it out. You'll earn a Bond Moment and a rocket launcher for your trouble. Watch out for baddies who attack from behind.

A passage to the control room

Another job for your Q-Spider: look for a low area at one end of the basement with ramps on each side. Steer your Q-Spider to the bottom and into a duct. Carefully follow the tunnel and ramps to a small elevator that will take the Q-Spider to the control room with damaged doors. You'll be awarded a Bond Moment.

THE PONTCHARTRAIN BRIDGE

Gold: 300,000 points

Speed is the key to your dreams of gold as you race across Lake Pontchartrain in pursuit of Jaws. Your old nemesis is driving a tanker filled with steel-devouring nanobots. Dodge traffic, keeping your speed high and staying off the curbs. Collisions result in damage.

The curved and narrow path

The race begins in the bayou. Take the boardwalk on the left. You'll zip across the water and jump the gate to earn a Bond Moment. If you miss the jump, you'll have to bust the gate, and that will slow you down.

Thug shack

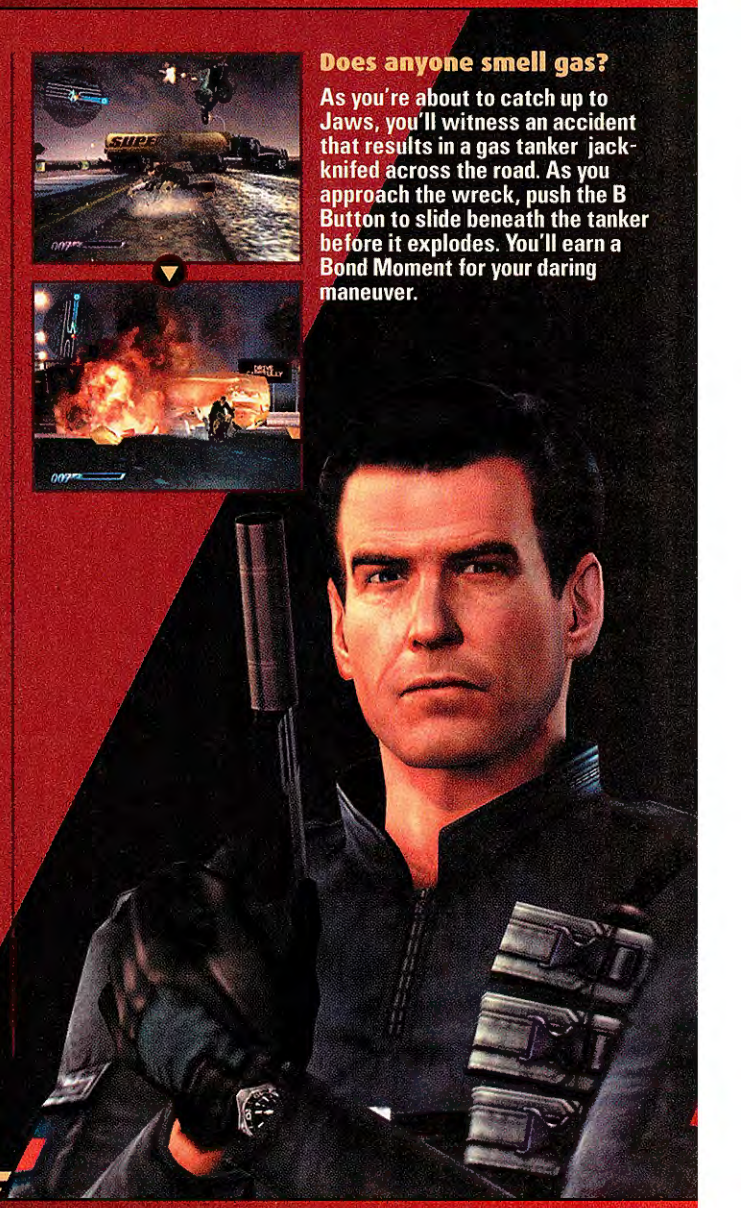
After jumping the gate, veer down the right path toward a shack filled with thugs. Fire a missile or two into the shack to destroy the enemies. You'll get your second Bond Moment and eliminate a threat.

Who says motorcycles don't fly?

After blasting two pairs of enemy cyclists, look for some crane towers and a ramp on the left side of the bridge. Your first jump takes you to a section of bridge suspended by the crane. From there you'll drop to a lower section. You'll need a good angle and adequate speed to make the jumps and earn the Bond Moment. Watch for oncoming traffic when you land.

Does anyone smell gas?

As you're about to catch up to Jaws, you'll witness an accident that results in a gas tanker jackknifed across the road. As you approach the wreck, push the B Button to slide beneath the tanker before it explodes. You'll earn a Bond Moment for your daring maneuver.



MOMENTS TO SPARE

You've done well to come this far, but Diavolo still threatens the world with his nano technology. In the remaining missions, you'll revisit Peru and move on to Moscow. Pause gameplay during every mission to receive Bond Moment hints, and look for ways to maximize your score. Everything or Nothing won't relinquish its gold medals without a fight.

SHREK 2™

Shrek Returns with an **Ogre-the-Top** Action Spectacle.

Although the movie and game worlds embraced a different mean, green, fighting machine last year, antic ogre Shrek will regain his crown as the animated hulk to beat this May with the release of *Shrek 2* to theaters and related games on the GCN and the GBA. Activision's Shrek 2 puts the whole *Shrek* gang—Princess Fiona, Donkey, the Gingerbread Man and more—into the mix for cooperative play and movie-based mayhem. Incorporating characters from both *Shrek* films and story elements from the latest, the games are loaded with fractured fairy tales, questionable hygiene and good, clean fun.

Storybook Smackdown

Shrek 2 for the GCN is a 3-D adventure that covers a dozen locations and plot points from the movie. Four heroes share a common goal, and their quests run the gamut of storybook parody—from dealing with the Pied Piper's army of rats to searching for Humpty Dumpty's pieces. Gameplay turns fierce and frenetic when the quirky quartet battles the likes of Monsieur Hood and his Merry Men. There's never a dull moment in Shrek's swamp or the land of Far Far Away.

Up to four players blaze through a fairy-tale land with fists swinging and feet kicking in the GCN adaptation of *Shrek 2*.

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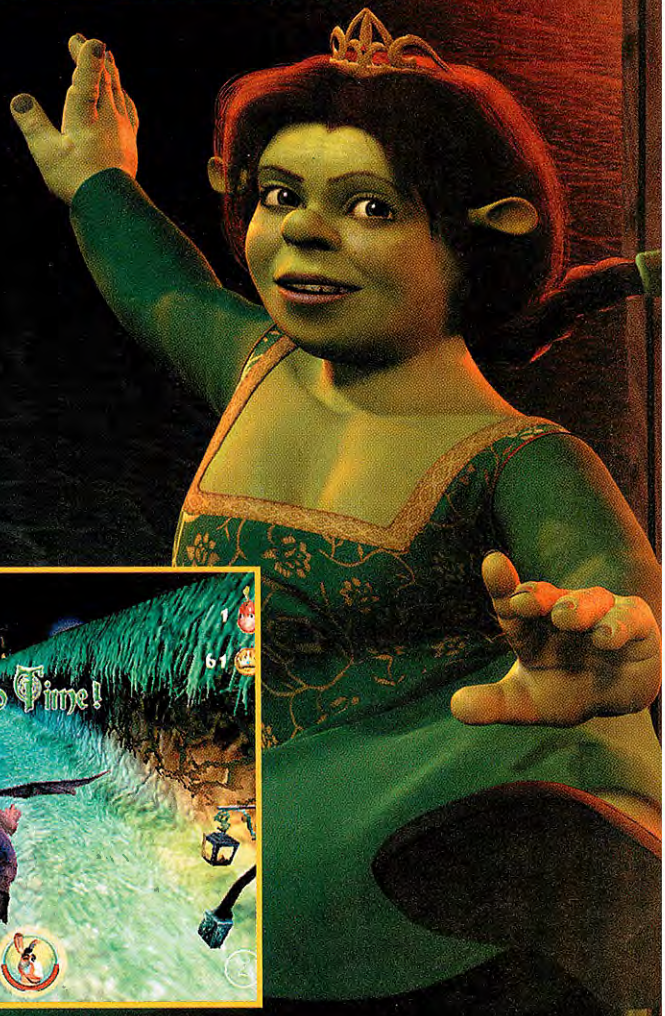
You and What Army?

The group of 10 playable characters (four at a time) is a chain with no weak links. Every fighter pulls his or her own weight with bold battling skills and special abilities. Shrek, for example, delivers a crushing belly flop that stuns groups of enemies; Donkey kicks open locked gates and knocks over big brutes. Other characters, such as Lil' Red and the Gingerbread Man, specialize in stinging long-range attacks. In addition to excelling in individual feats, the characters work as a team to solve puzzles and collect items. When one hero stands at the low end of a seesaw, another can hop onto the high end to propel his or her partner into the air and over obstacles. Many puzzles require characters to open doors for their comrades or make platforms rise and fall by standing on ground triggers. Other puzzles call for individuals to use their unique skills to open paths for the rest of the team. The group moves together through hard battles and head-scratchers to advance the story and pursue their Happily Ever After.

It's Shrek's gang versus the angry mob in Far Far Away and beyond. Individual abilities combine to make a superstrong fighting unit.

Time to Shine

Since the camera follows four characters at a time in normal play, a zoomed-out view of the battle tends to make the combatants appear small. At key points in the story, though, the spotlight falls on a single member of the team to represent the squad, and the camera zooms in for a sequence dubbed Hero Time. Princess Fiona spends her Hero Time singing to a flock of birds in a rhythm-style minigame. Puss-in-Boots jumps, climbs, strikes and parries with athletic finesse in a platformer level. The Gingerbread Man survives an obstacle course on his own, and Shrek's scrapes with a group of surly thugs. Hero Time leaves other players out of the fun for a little while, but as the story progresses, everyone will have a moment in the sun.



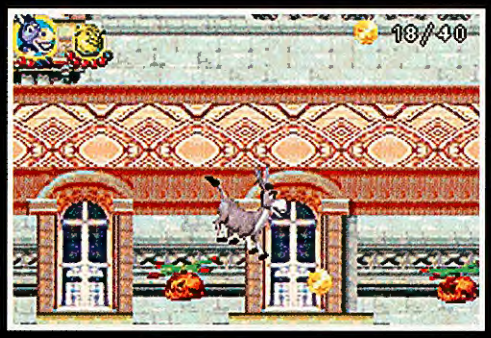
When Princess Fiona is carried away by a runaway carriage, Donkey (with help from Dragon) uses his Hero Time to save her. "You might have seen a housefly, maybe even a superfly, but I bet you ain't never seen a donkey fly!"

All for One

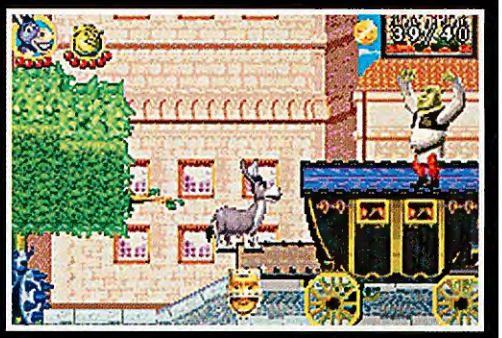
Developed by Vicarious Visions, Shrek 2 for the Game Boy Advance is an innovative puzzle-platformer that gives a single player the ability to control as many as four characters at a time. Shrek stars and he starts the game on his own, then recruits Donkey, Puss-in-Boots and the Gingerbread Man for increasingly challenging journeys through natural environments, castles and villages. Each character has strengths that help the team advance. The high-hopping Donkey, for instance, leaps over a wall to find a switch that opens a door for Shrek. The green brute then crashes through a weak spot on the floor and retrieves a heavy spring to provide a bouncing boost for his four-legged friend. The player can switch control between characters or operate them simultaneously in special circumstances.

In a particularly challenging section, Shrek and Puss-in-Boots venture through a dungeon where they face enemies who can turn the heroes into slugs. One mistake, and it's slime city.

Every member of the party must reach the end of each level, which means that even the rotund Shrek has to take big leaps.



"Don't look down! Don't look down!" Donkey's jumping ability takes him to great heights where he can find items and switches.

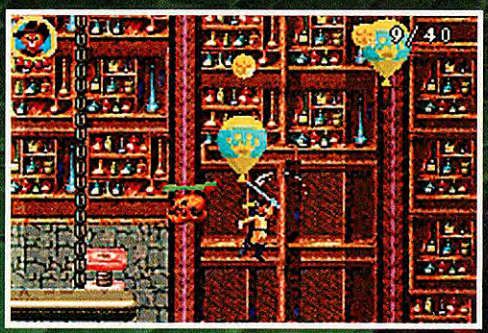


When the crew reaches the end of a level, the members celebrate their victory before they move on to the next challenge.

If It Ain't Broke, Break It

Shrek may try to downplay his large size and monstrous strength, but there's no denying the fact that the green one's raw power comes in handy when facing the forces who are attempting to ruin the day for him and his bride. With raging blows and ground-shaking stomps, Shrek makes short work of pitchfork-wielding villagers, angry pumpkins and other aggressors. He takes his rage out on the scenery, too, by crashing through obstacles and lifting heavy objects. Sometimes even the power of an ogre is not quite enough. Shrek relies on help from his partners to push really heavy items and weigh down pressure plates. The rest of the team also displays fighting prowess, especially the gallant and swift Puss-in-Boots.

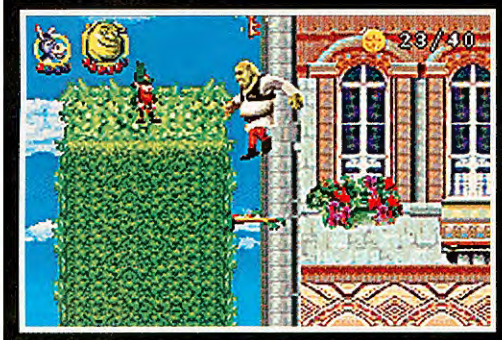
No mob is too large or angry to keep Shrek from his goal. The ogre dispatches villagers as he treads the path to Far Far Away.

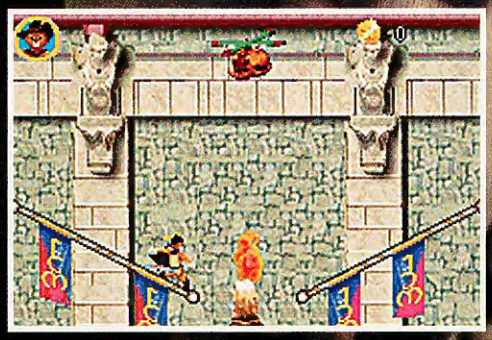


Armed with a sword and a sharp wit, Puss-in-Boots takes on all comers in a dungeon laboratory while searching for a special potion.

Mushrooms and Minigames

Shields, ghosts, keys, fairies and four-leaf clovers are among the items that aid the heroes in their quest. A character can carry one item at a time as he negotiates the environment's dark passages and open paths. Shields protect him from unbeatable adversaries. Ghosts keep him from being seen (even Shrek). Keys open doors. Fairies provide a lift for long jumps, and four-leaf clovers offer protection in battle. Clovers are among the items that characters can earn in minigames, which are hosted by leprechauns. The little fellows wait in hidden areas for heroes to find them. Other items (mushrooms and springs) propel the adventurers into the air, but only Shrek is strong enough to carry the heavy objects.

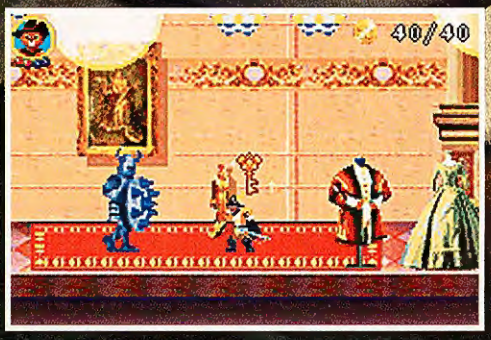




Leprechauns bring luck by offering minigames that reward the player with special items. Each hero engages in a different minigame activity. Puss-in-Boots leaps over a candle while avoiding a floating enemy. The number of successful leaps determines the hero's prize.

Characters can bounce off big mushrooms to reach high places. Shrek moves the fungi into place and holds them for other heroes.

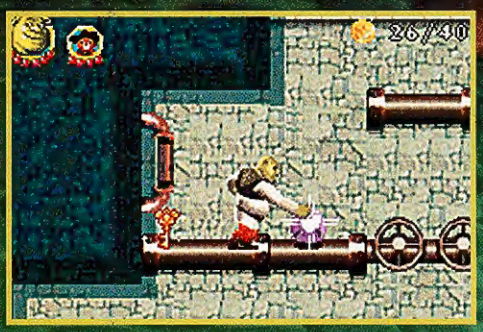
He ain't heavy, he's my ogre. By having a fairy hold onto him, a hero can float over big gaps and menacing creatures.



Keys are kept in remote places. The protagonists must seek them out then carry them to locked doors.

Happy Endings

For a lone ogre, Shrek has a lot of pals. In Shrek 2 for the GCN and the GBA, the lovable lug collaborates with his fairytale friends for loads of fun, cooperative play. The games are different from each other, but they both emphasize teamwork and camaraderie. They'll be heading your way in May, in time for the movie sequel's theatrical release.



EA SPORTS MVP BASEBALL 2004

EA's MVP Baseball series hits a home run in its first at bat on the GCN with realistic MLB play, minor league teams and a tip of the cap to the heroes of the past. It's a whole new ball game!

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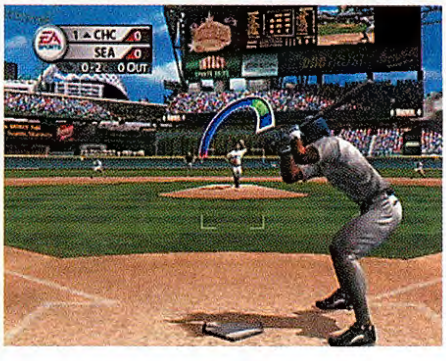
EVERYONE E CONTENT RATED BY ESRB

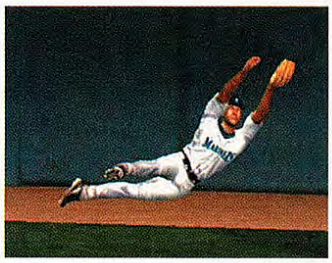
Spring Training

At the heart of every great baseball game is a strong grasp of the fundamentals, and MVP Baseball 2004 holds on to the basics with both hands. Four difficulty levels and a variety of game-tuning options, such as fielding assistance and displayed strike zones, ensure that players of all skills will enjoy the game. We've got all you need to know to get started.



Pitch Perfectly

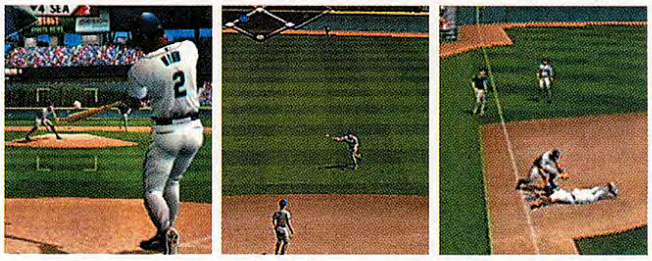
Every pitcher/batter confrontation brings up a different set of hot and cold zones. When you're choosing the type and location of each pitch, you'll do best by keeping the ball from the batter's hottest areas. Pitch low to encourage ground balls, and serve up a variety of inside and outside pitches to keep the batter off balance. You also have control over power and accuracy. Power is dependent on how long you hold down the pitch button. Accuracy is determined by fatigue and whether you're able to place the cursor in the green release point zone. Missing the release point will result in a mistake pitch.



Make a Play

Manual fielding gives you direct control over your fielders. Use the C Stick to dive for the ball or climb the wall. If you've selected Manual or Assisted fielding, be sure to throw to a cutoff man (R Button) from the deep outfield.

Find the Gap, Round the Bases



Hit the ball where it's pitched. If it's high and tight on a left-handed batter, press Up and Right on the Control Stick to make quality contact. If it's low and away, press Down and Left. When running the bases, keep your thumb on the C Stick to control slides.

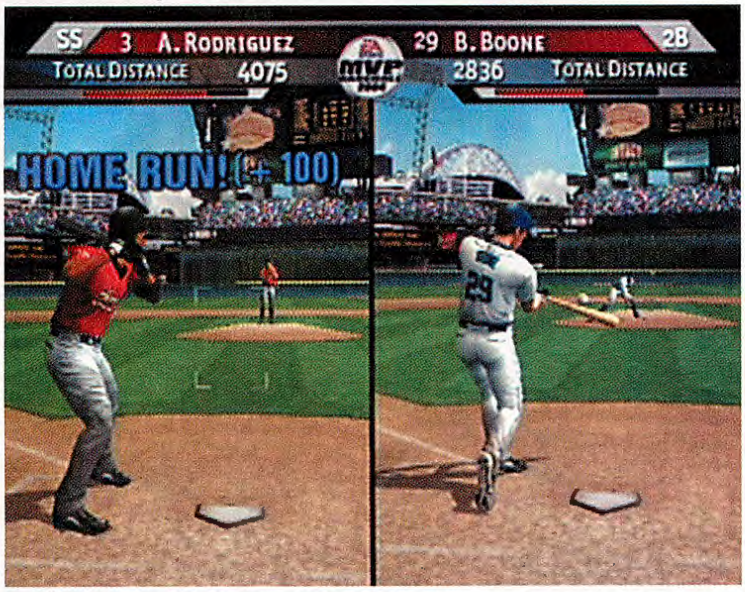
Play Ball!

In addition to the Play Now option, there are six game modes. You can dive right into a game from the start, manage multiple teams over many seasons or set up a custom situation.

Exhibition Mode

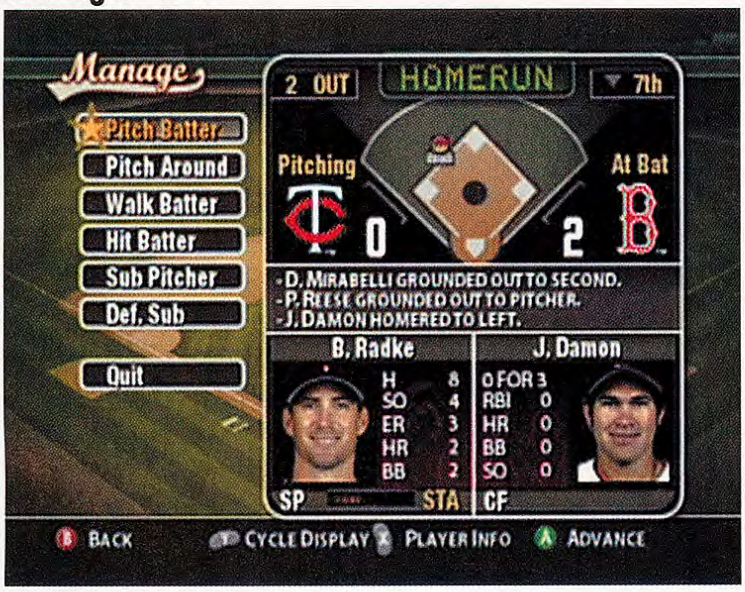
Unlike the Play Now selection, Exhibition mode allows you to adjust gameplay options, select starting pitchers, tweak your lineup and choose a stadium. In a two-player game, each player can choose a different difficulty level.

Home Run/Pitcher Showdowns



The Showdown minigames are split-screen competitions for one or two players. The Home Run Showdown credits players for the distance of any hit between the foul poles. A home run counts for 100 additional feet, beyond the distance of the dinger. The winner is the player who reaches the accumulated target distance first (it defaults at a mile). The Pitcher Showdown challenges players to pitch a set number of strikeouts (defaulting at three). If a player gives up a walk or home run, one strikeout is subtracted from his or her total.

Manager Mode

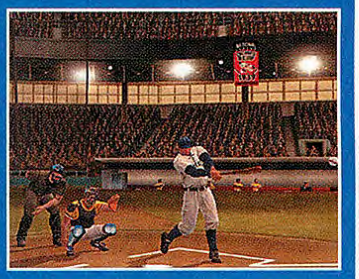


The single-player Manager mode lets you make signals and substitute players without having direct control over the action. On defense, alternate between pitching to the batter and pitching around the batter for the best results.

MVP Rewards

By performing in-game heroics and reaching Dynasty mode goals, you'll score MVP points, which you can use to unlock stadiums, jerseys and past players. Some players are referred to by name on the Legendary Players list. Others are secret until you unlock them. Unlock all of them to fill two team rosters: Heroes and Legends.

MVP Checklist
In-Game
User PROF1 375
* Have a player hit .600 in a game - a repeatable task
50 MVP Points
* Have a player hit .800 in a game - a repeatable task
75 MVP Points
* Have a player hit 1.000 in a game - a repeatable task
120 MVP Points
* Have a pitcher pitch a complete game - a repeatable task
75 MVP Points
BACK



MVP Points Rewarded

200 pts.	Have a pitcher pitch a perfect game.
150 pts.	Have a player hit a grand slam.
150 pts.	Have a pitcher pitch a no-hitter.
120 pts.	Have a player hit 1.000 in a game.
100 pts.	Hit two home runs with the same player in one game.
100 pts.	Have a pitcher pitch a shutout.
75 pts.	Have a player hit .800 in a game.
75 pts.	Have a pitcher pitch a complete game.
75 pts.	Beat the Yankees in an exhibition game in New York.
75 pts.	Beat the Red Sox in an exhibition game in Boston.
75 pts.	Beat the Angels in an exhibition game in Anaheim.
75 pts.	Beat the SF Giants in an exhibition game in San Francisco.
50 pts.	Have a player hit .600 in a game.
50 pts.	Score 10 runs in one game.
50 pts.	Beat the Mariners in an exhibition game in Seattle.
50 pts.	Beat the Mets in an exhibition game in New York.
50 pts.	Beat the Blue Jays in an exhibition game in Toronto.
50 pts.	Beat the Orioles in an exhibition game in Baltimore.
50 Pts.	Beat the Cubs in an exhibition game in Chicago.
50 Pts.	Beat the Braves in an exhibition game in Atlanta.
50 pts.	Beat a AAA team in an exhibition game with another AAA team.
50 pts.	Beat a AA team in an exhibition game with another AA team.
25 pts.	Win a game in extra innings.
25 pts.	Have a player steal third base.

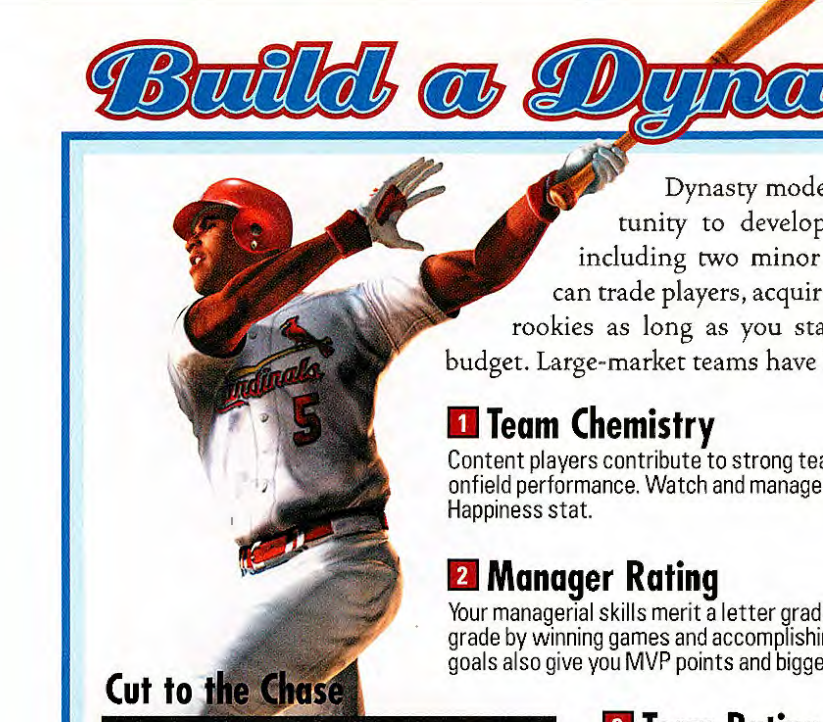
Scenario Editor

It's the bottom of the ninth. You're down by one run. There are two outs, and Albert Pujols is up to bat. You can create any situation you like with the Scenario Editor.

Dynasty Mode

The deepest Dynasty mode of any baseball game ever on the GCN puts you in charge of a three-team organization. Turn the page for details.

Build a Dynasty



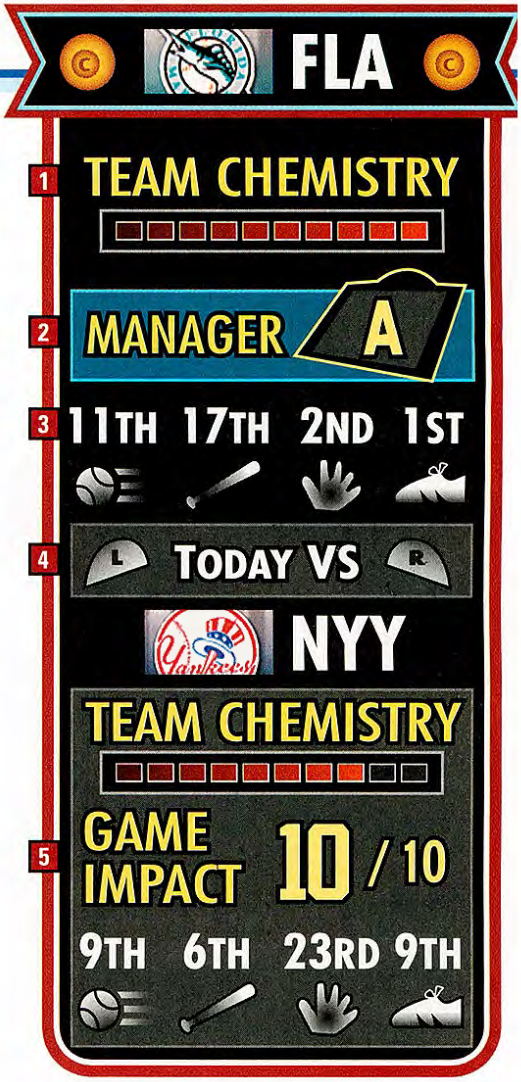
Dynasty mode gives you the opportunity to develop an MLB franchise, including two minor league affiliates. You can trade players, acquire free agents and draft rookies as long as you stay within your team's budget. Large-market teams have bigger budgets.

1 Team Chemistry

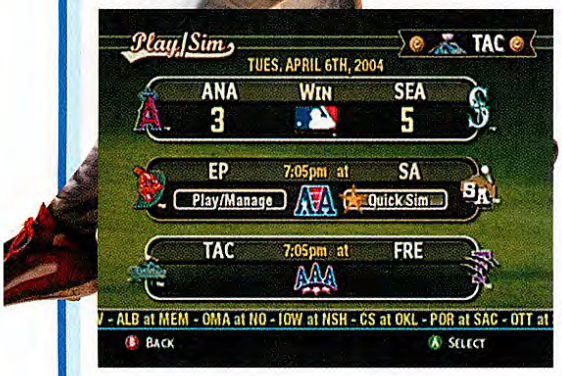
Content players contribute to strong team chemistry and good onfield performance. Watch and manage each athlete's Player Happiness stat.

2 Manager Rating

Your managerial skills merit a letter grade. You'll increase your grade by winning games and accomplishing team goals. Completed goals also give you MVP points and bigger player budgets.



Cut to the Chase



If you want to skip to the pennant race, you can quickly simulate your teams' seasons.

3 Team Rating

Your team rating ranks your squad in four categories—pitching, hitting, fielding and base running—based on the previous year's stats.

4 Information Window

By pressing the L and R Buttons, you can cycle through four windows that inform you about your opponents and the status of your team.

5 Game Impact

As the season develops and you play important games within your division, the impact and outcome of each contest will affect team chemistry.

Jump in, Jump Out

If you choose the Sim/Manage option at the beginning of a game, you can switch from onfield play to managing to simming through innings at any point in the contest.

Dig in for the Long Haul

Nothing beats playing through every pitch in every game of the season, even the inconsequential meetings with the league's cellar-dwellers. You'll get a better handle on team chemistry by taking it slow.

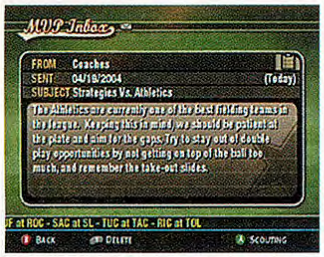
Minor Leagues, Major Impact

Although the AA rosters for each organization are made of fictional players, most of the AAA players are actual prospects. You can play, manage or sim every game and reap the rewards when your teams meet their one-year-stretch goals (see details below).

Send Players to the Show

MVP Inbox
FROM Minor League Coaches
SENT 07/20/2004 (1 day old)
SUBJECT Call him up?
Josias Lopez on our AAA team seems to have a lot of potential. You may want to look at sending him up to the MLB level to see how he responds.
TB trades 1B Victor Henriquez to MIN for 2B Jamey Roberts - PIT trades 3B
BACK
DELETE
PLAYERINFO
SENDUP/DOWN

Trades, injuries and other roster shake-ups on your major league team provide opportunities for players from your minor league affiliates to graduate from buses to airplanes. Keep an eye on players who may be ready for the bigs.


MVP Inbox
FROM Coaches
SENT 04/18/2004 (Today)
SUBJECT Strategies Vs. Athletics
The Athletics are currently one of the best hitting teams in the league. Keeping this in mind, we should be patient at the plate and aim for the gaps. Try to stay out of double play opportunities by not getting on top of the ball too much, and remember the take-out slides.
BACK
DELETE
SCOUTING

Keeping Correspondence

As the season progresses, your MVP Inbox fills with scouting reports, league news, messages from possible trading partners and details about player happiness. Even if you're simulating chunks of your season, it pays to stop and read your mail every few days.

Team Chemistry 101

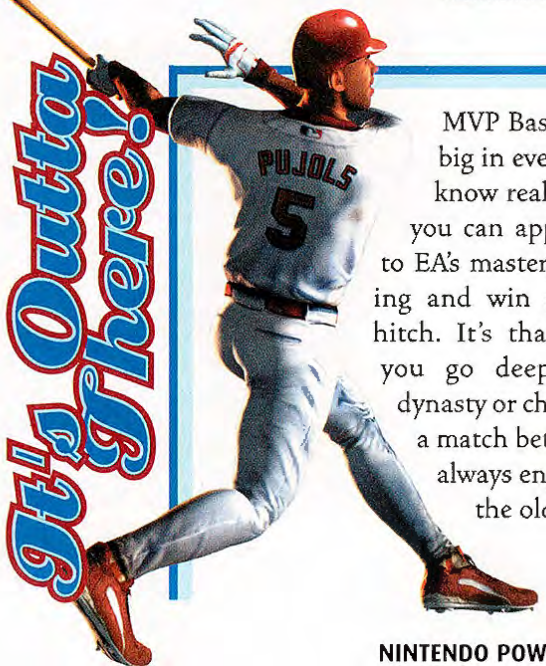
Players let you know when they're unhappy about their current situation. Send down players who are not performing and put players who want more playing time in a starting position or on the trading block.

Show Me the Money

Much player unhappiness is related to contract situations. In addition to offering more money, you can give a player additional years on his contract or change his status (a factor that will affect playing time in simmed games). A stronger contract will give any player a happiness boost.

Going for Goals

As the manager of your own MLB franchise, you have three-year-contract goals related to your big league team's performance and one-year-stretch goals that factor in milestones for your minor league teams. Reaching goals is a great way to earn MVP points and increase your MLB team's budget. After three years, you can re-up with your current team or try another squad.



MVP Baseball 2004 scores big in every category. If you know real baseball strategy, you can apply your expertise to EA's masterpiece in the making and win games without a hitch. It's that good. Whether you go deep and launch a dynasty or challenge a friend to a match between rivals, you'll always enjoy your time with the old ball game.

CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

SSX 3
GCN CODES—PAGE 70

When it rains, it pours. This month's edition of Classified Information is filled to the brim with codes, codes and more codes. We've got everything from SSX 3's snowboarding cow to a legendary defensive lineman named after a kitchen appliance in NFL Street.

BATMAN: RISE OF SIN TZU GCN
BLOWOUT GCN
CONFLICT: DESERT STORM II—BACK TO BAGHDAD GCN
FINDING NEMO GCN
I-NINJA GCN
LOONEY TUNES: BACK IN ACTION GCN
THE LORD OF THE RINGS: THE RETURN OF THE KING GCN
NFL STREET GCN
SHINING SOUL GBA
SONIC BATTLE GBA
SONIC HEROES GCN
SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM GBA
SSX 3 GCN
XGRA: EXTREME G RACING ASSOCIATION GCN

SONIC BATTLE

GBA

BATTLE BOUNTY

UNLOCK MINIGAMES AND ACQUIRE SPECIAL COMBO CARDS.

Sega's latest GBA offering is a radical departure for the world's most famous hedgehog, but it wouldn't be a SonicTeam game without a few nifty secrets.

MULTIPLAYER MINIGAMES

You can add a little variety to your multiplayer hijinx by unlocking the following minigames in Story mode. Unlike Battle mode, the minigames can accommodate up to four players with a single Game Pak.

MINIGAME	REQUIREMENT
SONICLASH!	COMPLETE SONIC'S EPISODE
FLY & GET	COMPLETE TAILS'S EPISODE
MINE HUNT	COMPLETE KNUCKLES'S EPISODE
TREASURE ISLAND	COMPLETE AMY'S EPISODE
SPEED DEMON	COMPLETE SHADOW'S EPISODE

In Soniclash!, you'll try to knock your opponents off the playfield.

The first person to collect 20 coins in Fly & Get wins.

To find the emeralds in Treasure Island, listen to the audio cues.

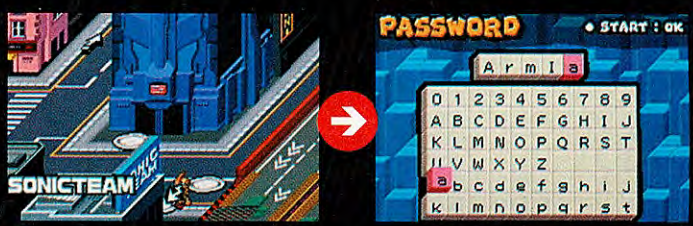
Speed Demon is a flat-out race to the finish line.

CODES

COMBO CARDS

In Emerl's episode (available after you finish the episodes for Sonic, Tails, Rouge, Knuckles, Amy, Cream and Shadow), you can acquire superpowerful combo cards at the SonicTeam building by inputting the passwords listed below. Note that all of the passwords are case-sensitive (that's a capital "i" in the passwords for the Shadow and Tails cards). Once you've acquired a combo card, you'll find it under GRND POWER in your Edit Skills menu. Each combo costs 30 points, but it will enable you to take out an opponent with a single flurry. To use the technique, you must select POW for your Ground Attack before the battle begins. You'll occasionally receive a rare card when you defeat an opponent without taking damage, so combos provide an excellent means to fill out your collection.

PASSWORD	CARD
alogK	AMY COMBO
EkiTa	CHAOS COMBO
ZAhan	CREAM COMBO
tSueT	E-102 COMBO
yU3Da	KNUCKLES COMBO
AhnVo	ROUGE COMBO
Armla	SHADOW COMBO
75619	SONIC COMBO
OTrOI	TAILS COMBO



The SonicTeam building is at the south end of Central City. You can access it only during Emerl's episode in Story mode.

NFL STREET — GCN

ENTER THE FRIDGE — CODES

PLAY WITH THE BIG BOYS.

To earn Street's elite teams and special gridirons the hard way, you have to play through NFL Challenge mode and develop your team into a playground powerhouse. But why go to all that trouble when you can unlock the goods by simply entering a few codes? Before you start a game, choose one of the names listed below to create a User ID (note that each ID is case-sensitive). The corresponding result will go into effect automatically.

USER ID	RESULT
Classic	UNLOCK NFL LEGENDS TEAM
Excellent	UNLOCK X-ECUTIONERS TEAM
AW9378	UNLOCK DIVISIONAL ALL-STAR TEAMS
Travel	UNLOCK ALL FIELDS

William "The Refrigerator" Perry's 400-plus-pound girth gives new meaning to the age-old question, "Is your refrigerator running?" Yes, and you'd better get out of the way.

THE LORD OF THE RINGS: THE RETURN OF THE KING — GCN

RETURN OF THE CHEATS — CODES

MODIFY CO-OP MODE AND UNLOCK ACTOR INTERVIEWS.

In Volumes 176 & 178, we gave you an Ent-draught of character-specific codes for The Lord of the Rings: The Return of the King. This month, we revisit EA's epic hack-'n-slash one last time to encourage fellowship in co-op mode and unlock interviews with the film's stars. As with all codes for the game, you must press Start to pause the action, then hold L and R as you key in the four-button sequence.

CODE	RESULT
Y, UP, B, B	SHARE HEALTH POTIONS IN CO-OP MODE
DOWN, A, A, A	SHARE EXPERIENCE POINTS IN CO-OP MODE
X, B, UP, X	ENABLE INFINITE RESPAWNS IN CO-OP MODE
A, B, A, UP	UNLOCK ALL ACTOR INTERVIEWS

You and a traveling companion can purchase new moves much faster by sharing experience points.

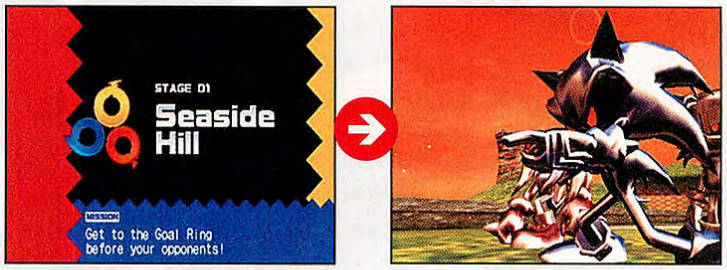
Any game that features Sir Ian McKellen (aka Gandalf) is a winner in our book.

SONIC HEROES — GCN

METAL MAMMALS — CODE

GIVE YOUR HEROES A METALLIC SHEEN IN TWO-PLAYER MODE.

After you select a stage in a two-player game, hold the A and Y Buttons at the load screen to turn your characters into metal versions of themselves. Their shiny shells won't have any impact on gameplay, but it's a nifty graphical effect and it might distract your opponent enough to give you the win. Also, you'll unlock an additional multiplayer mode for every 20 emblems you collect in Story mode.



The only thing stranger than a hard-hitting, dread-locked echidna that can glide through the air is a hard-hitting, dread-locked echidna that can glide through the air and is made out of metal.

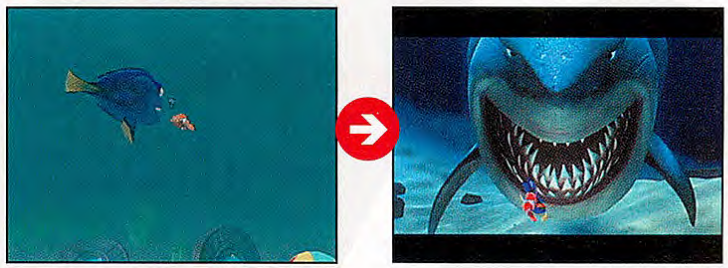
FINDING NEMO — GCN

SECRETS OF THE SEA — CODES

ACCESS A RAFT OF OLD-SCHOOL CHEATS.

Input the following codes (which challenge the ones we printed for Goblin Commander last month for the title of Longest Button Sequences Ever) at the title screen. If you enter them correctly, you'll hear a confirmation sound and "Cheat" will appear at the top of the screen. You can activate the results from the Pause menu at the level-select screen or during gameplay. In the reward level, approach each film reel with the character displayed on the canister and press the B Button to view a video clip from the movie.

CODE	RESULT
Y, Y, Y, B, B, X, B, Y, X, B, Y, B, Y, B, Y, X, Y, Y	LEVEL SELECT
Y, B, B, X, X, X, Y, Y, B, B, B, X, X, X, X, B, Y, X, X, X, B, X, Y, X, X, B, X, X, Y, X, B, X, X, X, Y	INVINCIBILITY
Y, B, X, X, B, Y, Y, B, X, X, B, Y, Y, X, B, Y, B, X, X, B, Y	UNLOCK REWARD LEVEL
Y, B, X, Y, Y, B, X, Y, B, X, Y, B, B, X, Y, B, X, X, Y, B, X	UNLOCK END CREDITS



To switch to a different character in the reward level, swim to the desired fish and press B when the question mark appears. On the ocean floor, you'll find beach balls that you can play with, in addition to film canisters that let you watch scenes from the movie.

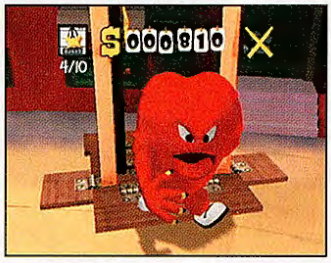
LOONEY TUNES: BACK IN ACTION — GCN

▼ ACME ACCESSORIES — CODES

OUTFIT BUGS AND DAFFY WITH SOME ZANY WEAPONS AND COSTUMES.

To enter one of the passwords listed below, stroll over to the options menu and select Cheat Codes. After you input the password, a message will appear to confirm the result. You can activate only one cheat code at a time (if you enter another code, it will supersede the previous one). The slappy fish will replace Bugs's oversized mallet and Daffy's bam pan. You'll press the X Button to use the Hen Grenades or Acme Shrink Ray.

PASSWORD	RESULT
DANGERO	UNLOCK DUCK DANGER COSTUME
GOBBLE	REVEAL THE GOSSAMER-COSTUME DOOR IN WARNER BROS. STUDIOS
HENSAWAY	UNLOCK HEN GRENADES
SLAPPY	UNLOCK SLAPPY FISH
WEENY	UNLOCK ACME SHRINK RAY



The DANGERD password will automatically slip Daffy into his Duck Danger costume. To put on Bugs's Gossamer costume, you'll have to step inside the door at the back of the Warner Bros. lot and cough up $100.

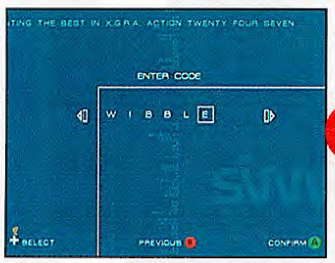
XGRA: EXTREME G RACING ASSOCIATION — GCN

▼ GET ON THE RIGHT TRACK — CODES

UNLOCK A SECRET BIKE AND EVERY TRACK, RACE TYPE AND RACE CLASS.

Want quick and easy access to everything the Extreme G Racing Association has to offer? Bring up the options screen and select the Cheat menu to key in the following passwords. When you finish entering a password, you'll hear a sound confirming that the cheat has been enabled. The UCANDO password can be a bit finicky, so you may have to try it more than once.

PASSWORD	RESULT
UCANDO	UNLOCK 02 BIKE
FREEPLAY	UNLOCK ALL RACE CLASSES
WIBBLE	UNLOCK ALL TRACKS AND RACE TYPES



The motorsport of the future will take you to a mountain in Antarctica, an underwater research complex and even a Martian mining colony.

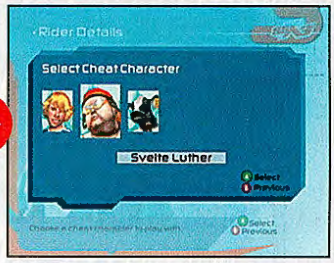
SSX 3 — GCN

▼ MORE ÜBERCODES — CODES

CONQUER THE MOUNTAIN AND REAP ITS REWARDS.

When we last visited SSX 3 (in volume 177), we unlocked a number of secret characters and some stylin' threads. This month we're heading back to the slopes with three more secret characters and a mountain of free rewards. As before, press Y to open the Options menu, then select Enter Cheats and type in a password. You'll hear a pleasant "whoosh" if you enter the password correctly and an unpleasant "bonk" if you enter it incorrectly.

PASSWORD	RESULT
naturalconcept	UNLOCK ALL ART
postnobills	UNLOCK ALL POSTERS
nogluerequired	UNLOCK ALL TOYS
gotitgotitneedit	UNLOCK ALL TRADING CARDS
myeyesaredim	UNLOCK ALL VIDEOS
djsuperstar	UNLOCK ALL MUSIC
graphicdelight	UNLOCK ALL BOARDS
biggerthank7	UNLOCK ALL PEAKS
milkemdaisy	UNLOCK CUDMORE
betyouveneverseen	UNLOCK SNOWBALLS
notsosvelte	UNLOCK SVELTE LUTHER



To play as a secret character, choose a default boarder then select Cheat Characters from the Rider Details menu. You'll find your unlocked rewards there as well.

To listen to some different tunes, choose a boarder and select Music from the Setup Character menu.

The No Allowance board bears a striking resemblance to a cardboard box.

If you thought some of the characters we unlocked in volume 177 were strange, wait until you see Cudmore and Snowballs. There are few things more amusing than a snowboarding bovine.

I-NINJA — GCN

GO NINJA, GO NINJA, GO! — CODES

BREEZE THROUGH MISSIONS, UPGRADE YOUR SWORD AND GET A BIG HEAD.

Namco's spunky action-platformer was one of the most underrated games of the year. If you haven't picked it up, we strongly recommend that you do so. For the wise among you who already own the game, you can input the following codes after pressing Start to pause the action. If you use the code to complete your current mission, you'll get credit for only the Coinage, Points and Kills that you've already bagged.

CODE	RESULT
Hold L and R and press X, B, X, Y, Y, B, X, B.	UPGRADE SWORD
Hold R and press B, B, B, X. Release R, then hold L and press Y, Y. Release L, then hold R and press B, B.	COMPLETE CURRENT MISSION
Hold R and press Y, Y, Y, Y. Release R, then hold L and press Y, Y. Hold L and R and press Y, X, Y.	BIG HEAD MODE

As if Ninja's cranium weren't gargantuan enough, the Big Head code will swell it to the size of a small moon.

CONFLICT: DESERT STORM II—BACK TO BAGHDAD — GCN

THE ART OF WAR — CODE

GAIN A TACTICAL ADVANTAGE ON THE BATTLEFIELD.

Conflict not going your way? We've dug up a cure-all code that should help you turn the tide. Press Z, Z, Y, Y, X, X, B, B, Start, Start at the title screen to unlock "Cheats" in the Options menu. From there, you can enable infinite saves and infinite ammo, increase the experience of your troops, minimize the intelligence of enemy soldiers and jump to any mission in the game. All's fair in love and war.

Turn on infinite ammo at the Cheats menu so you'll never have to worry about running out of bullets.

SPONGEBOB SQUAREPANTS: BATTLE FOR BIKINI BOTTOM — GBA

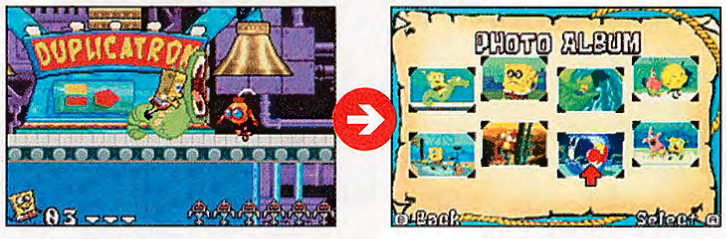
PASSWORD TIDAL WAVE — PASSWORDS

FAST-FORWARD THROUGH THE BATTLE FOR BIKINI BOTTOM.

Everyone's favorite trousers-wearing sponge returns to the GBA in his greatest handheld adventure yet! You can instantly proceed to the level of your choosing by selecting Continue from the main menu and inputting one of the passwords listed below.

PASSWORD	LEVEL
HYK3	1-2: HI HO MYSTERY, AWAY!
Q6T3	1-3: ROBOT FROM THE GOO LAGOON
B1D3	1-4: PLEASE PLEASE HELP ME
L2F3	1-5: THERE GOES THE NEIGHBORHOOD
CXP5	1-6: NUTS AND BOLTS
M5D3	BOSS: ATTACK OF THE STEEL SQUIRREL
L2S6	2-2: GONE JELLYFISHING
BYK4	2-3: SHORT CIRCUIT
LXT6	2-4: NO HORSING AROUND
C?P6	2-5: NEW ROBOTROPOLIS
R?P6	2-6: TO THE MERMALAIR
BYF4	BOSS: STAR POWER
Q5P4	3-1: ARDUND THE WAY SPONGE
H9SX	3-2: SEANUTBUTTER AND JELLYFISH
M9JX	3-3: MYSTERY LOVES COMPANY
BYTX	3-4: HITTING THE SLOPES
R5JX	3-5: IN-COG-NEATO!
B2FV	3-6: ROBOTS IN THE SKIES
M1FV	BOSS: SQUID VICIOUS
B5FV	4-1: IT CAME FROM ROCK BOTTOM
LXFV	4-2: DEEP TROUBLE
H?SY	4-3: ESCAPE FROM SAND MOUNTAIN
M2JW	4-4: BACK TO THE SEACAVE
CYJW	4-5: INDUSTRIAL ROBOLUTION
M5SY	4-6: PLANKTON'S INNER SANCTUM
C2FW	BOSS: SPONGEBOT STEELPANTS

If you key in the four-button code correctly, you'll automatically skip to the corresponding level. Our personal favorite is Robots in the Skies.



To unlock all of the pictures in the photo album (and fast-forward to SpongeBot SteelPants), enter the password 2H4H.

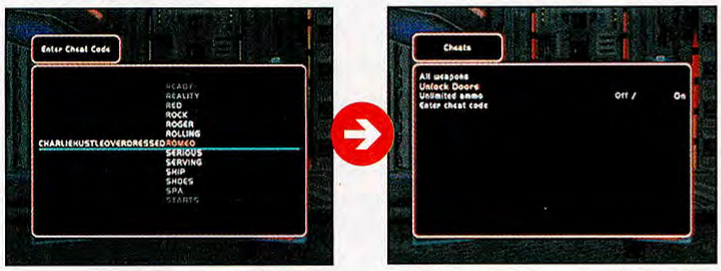
BLOWOUT — GCN

▼ UNIVERSAL CHEATS — CODES

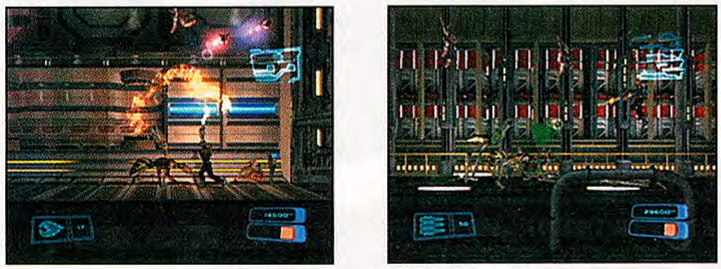
BECOME THE BADDEST SOLDIER IN THE GALAXY.

Blowout might have one of the coolest cheat systems we've ever seen. After pausing the game and selecting Cheats, you have to construct one of the following sentences from the provided list of words. You and your friends will get tons of added enjoyment from seeing what other bizarre phrases you can come up with.

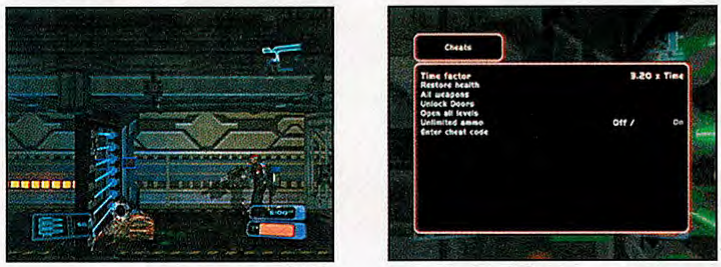
CODE	RESULT
ANY AND ALL CODE	UNLOCK DOORS
BUTT CHEAT CAN SURPRISE	BIG HEAD MODE
CANE READY TO ROCK	RESTORE HEALTH
CHARLIE ALPHA NOVEMBER ECHO	CONTROL SPEED OF TIME
CHARLIE HUSTLE OVERDRESSED ROMEO	ALL WEAPONS
CHARLIE OSCAR LIMA DELTA	FREEZE ENEMIES
COOL LEVEL CHEAT CODE	OPEN ALL LEVELS
DEAD RED PARTY SHOES	BIG FEET MODE
FISH IN A BARREL	UNLIMITED AMMO
FRIENDLIEST GOD IN GALAXY	WEAPON LEVEL-UP
NO PAIN NO CANE	GOD MODE
YESTERDAY YOUR ZEBRA DIE	CLEAR MAP



After you complete a sentence, the corresponding option will appear on the Cheats menu. You must then activate the cheat before it will go into effect.



Upgrade your arsenal with the All Weapons and Unlimited Ammo cheats. As always, be sure to say, "I ain't got time to bleed" when firing the Mini Gun.



If you're the impatient type, you can speed up time and unlock all the doors to keep the action moving.

SEND YOUR CLASSIFIED INFO TO CLASSIFIED@NINTENDO.COM

OR MAIL TIPS TO: NINTENDO POWER CLASSIFIED INFORMATION P.O. BOX 97033 REDMOND, WA 98073-9733

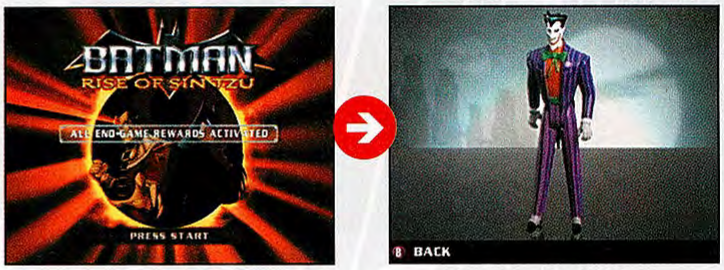
BATMAN: RISE OF SIN TZU — GCN

▼ HOLY POWER-UPS, BATMAN! — CODES

STRENGTHEN THE DARK KNIGHT AND UNLOCK A SUPERHERO'S BOUNTY.

Having trouble protecting Gotham City from Sin Tzu's minions? Hold the L and R Buttons at the title screen and input the codes below to give Batman an edge (or make things harder with Dark Knight difficulty). If you enter the Control Pad sequences correctly, you'll hear maniacal laughter and a message will pop up to confirm the result. To deactivate the cheat, simply input the code again.

CODE	RESULT
LEFT, DOWN, LEFT, RIGHT, LEFT, LEFT, DOWN, RIGHT	UNLOCK ALL END-GAME REWARDS
DOWN, UP, DOWN, LEFT, DOWN, RIGHT, UP, DOWN	UNLOCK ALL UPGRADES
RIGHT, UP, UP, RIGHT, LEFT, DOWN, RIGHT, UP	UNLOCK DARK KNIGHT DIFFICULTY
LEFT, RIGHT, DOWN, UP, UP, DOWN, RIGHT, LEFT	UNLIMITED COMBO METER
UP, RIGHT, UP, LEFT, DOWN, LEFT, DOWN, RIGHT	UNLIMITED HEALTH



The end-game rewards code will unlock all of the 3-D models, toys, concept art and graphic novels in the trophy room.

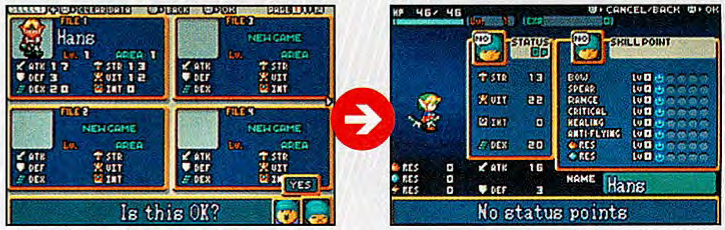
SHINING SOUL — GBA

▼ WHAT'S IN A NAME? — CODES

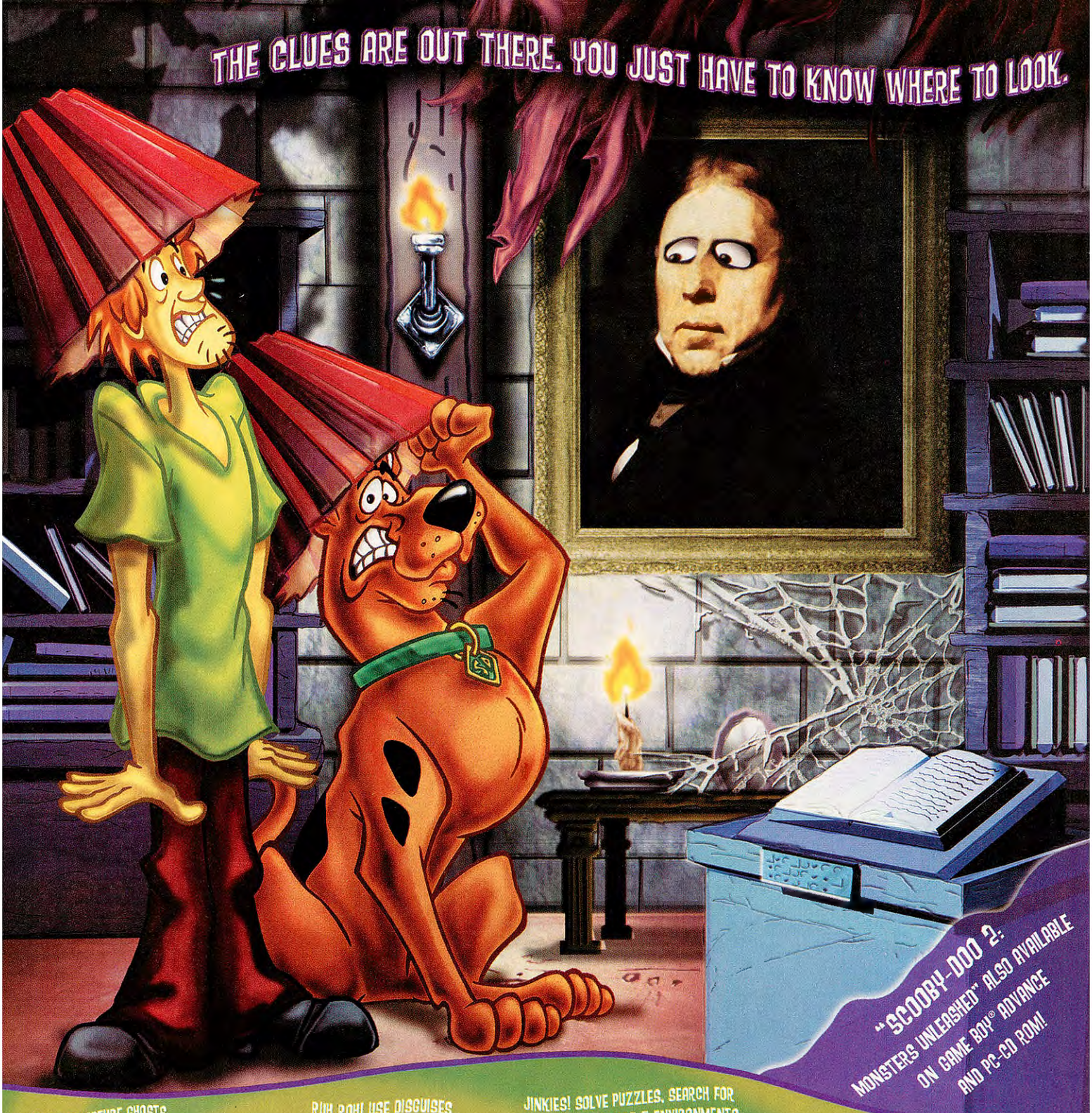
GIVE YOUR CHARACTER AN INSTANT STAT BONUS.

You can boost one of your character's stats at the beginning of the game by naming him or her after a classic Shining Force hero. The name and type of statistical bonus will depend on your character's class. For instance, only a Warrior will receive a +10 STR boost if you name him Max. A Wizard, Archer or Dragonute with the same name won't receive any bonus.

NAME	RESULT
Max	+10 STR FOR WARRIOR
Anri	+10 INT FOR WIZARD
Hans	+10 VIT FOR ARCHER
Bleu	+10 DEX FOR DRAGDNUTE



Pay tribute to a hero from the original Shining Force to receive a +10 bonus to the attribute most important to your character's class.


THE CLUES ARE OUT THERE. YOU JUST HAVE TO KNOW WHERE TO LOOK.
"SCOOBY-DOO 2: MONSTERS UNLEASHED" ALSO AVAILABLE ON GAME BOY® ADVANCE AND PC-CD ROM!

ZOINKS! CAPTURE GHOSTS USING THE TOME OF DOOM

RUH ROH! USE DISGUISES TO SNEAK PAST MONSTERS

JINKIES! SOLVE PUZZLES, SEARCH FOR CLUES, AND EXPLORE 5 ENVIRONMENTS

SCOOBY-DOO! MYSTERY MAYHEM

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(s04)

Spotlight on CAPCOM®

Capcom recently held its annual press event in Las Vegas, Nevada, and Nintendo Power was on hand to scope out some of the publisher's upcoming GCN and GBA titles. The Sin City shindig featured updated looks at Killer 7, Mega Man X: Command Mission and Mega Man Battle Network 4, but the highlight of the event was a playable demo for a little game called Resident Evil 4.

Resident Evil 4

"Forget everything you know about the game," warns Resident Evil 4 producer Hiroyuki Kobayashi. Since Capcom's survival horror sequel was last seen at the 2003 Electronic Entertainment Expo, the game has been rebuilt from the ground up. "We wanted to bring something fresh to fans of the series who may be getting bored," says Kobayashi. To that end, series creator Shinji Mikami has taken over as director and has rewritten the script for his GCN-exclusive digital nightmare. Prepare yourself for a new kind of Evil.

The first thing that jumps out at you is a consistent over-the-shoulder camera that replaces the series' trademark cinematic views. The game retains its predecessors' controversial control setup, but the new perspective makes movement far more intuitive. It also allows for greater accuracy when aiming your weapon (more on that in a moment).

The one element that Kobayashi and his team have carried over from the previous iteration of the game is its protagonist, Leon S. Kennedy. The story takes place in 2004, six years after the destruction of Raccoon City in Resident Evil 2. Leon is now a U.S. agent tasked with finding the President's abducted daughter. His investigation leads to a small village in Eastern Europe, where the local townsfolk are stricken by some sort of madness. Described by Kobayashi as "not zombies, but not quite human," the crazed villagers are more intelligent than the undead horrors you're accustomed to. They communicate with each other via unintelligible grunts, coordinating their attacks and coming at you with all manner of available weaponry, from pitchforks to chainsaws. Fortunately, the new camera perspective enables you to shoot the weapons out of their hands or take aim at specific parts of their anatomy (you can slow them down by firing at their knees, for example).

> **"Forget everything you know about the game."**
> **–Hiroyuki Kobayashi**

There's also a new action button that you can use to kick your foes or to interact with the environment. While playing the demo, we ran inside a small house to make a stand reminiscent of a George Romero movie. After pushing a desk in front of the door, we blocked the window with a large bookshelf. The villagers responded by hoisting a ladder to a window on the second floor. Rushing upstairs, we kicked the ladder away from the house and sent the would-be invader plummeting to the ground. The attendee who played after us took a different approach, grabbing a shotgun from the wall and blasting a hole through the door, taking out a couple of his assailants in the process. He then jumped through the window and took off running. According to Kobayashi, the scenario we played is indicative of the game's open-ended design and action-oriented gameplay. In Resident Evil 4, you won't be spending your time looking for keys and assorted knickknacks to open the next door.

JUMP IN

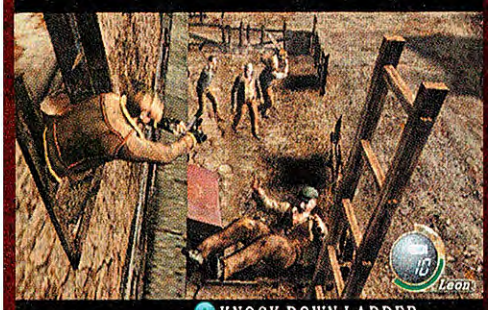
You will have to keep an eye out for hazardous devices, however. In a small wooded area at the outskirts of town, we spotted a laser trigger running between two trees; it would set off a pair of explosives if you walked between them. We also came across a few bear traps, one of which had snared a dog's leg. We used the action button to free the wounded animal, and though it ran away, we suspect the canine will repay Leon's act of kindness later in the game.

The former Raccoon City police officer will need all the help he can get. The mammoth bosses in the game make Tyrant and Nemesis look like child's play. In a video trailer presented by Kobayashi, we caught brief glimpses of a hulking troll and a gargantuan water serpent. Leon battled the latter from a motorboat, one of at least two vehicles to be featured in the game (Kobayashi is keeping the other[s] secret). At one point, the monster rammed the boat so violently that Leon was thrown overboard and had to make it back to the craft before the serpent reached him. The brief swimming sequence—which required the player to tap the action button repeatedly—is only one of many similarly tense moments in the game.

To top it all off, Resident Evil 4 is probably the best looking game we've ever seen. The graphics are rendered in real time, but the level of detail is unparalleled. "These visuals are only possible on GameCube," Kobayashi tells us. "Our people cannot do anything like this on the other platforms." And despite the open-air environments, RE4 is even creepier and more unsettling than previous games in the series. The overall presentation is a triumph of inspired art direction and technical prowess from one of the most talented development teams in the industry. By year's end, we'll witness the rebirth of survival horror.

LOOK

ZOOM



KNOCK DOWN LADDER

Killer 7

Capcom also lifted a bit of the veil enshrouding Killer 7. You'll take on the role of Harman Smith, a man who can physically transform into seven distinct personalities (all of whom share the same last name). Each persona carries a different weapon and possesses a unique special ability. Evidently, the personalities can live and perish independently of one another. Hiroyuki Kobayashi, who's producing both Killer 7 and Resident Evil 4, explained that one of the Smiths (the one with the weakest weapon) can retrieve the bodies of his fallen comrades.

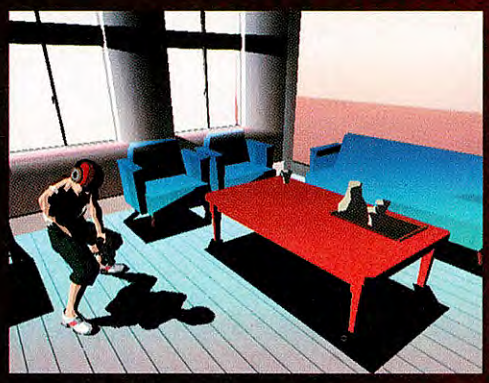
The government has assigned Mr. Smith and his "associates" with assassinating members of Heaven's Smile, a mysterious organization spearheading an invasion of Smith's country. You'll progress through the game in what appears to be a menu-driven third-person perspective, but the camera zooms in to a first-person view during action sequences. The Heaven's Smile soldiers attack by rushing at you and exploding. Before you open fire, you have to scan their bodies to make them solid and susceptible to damage.

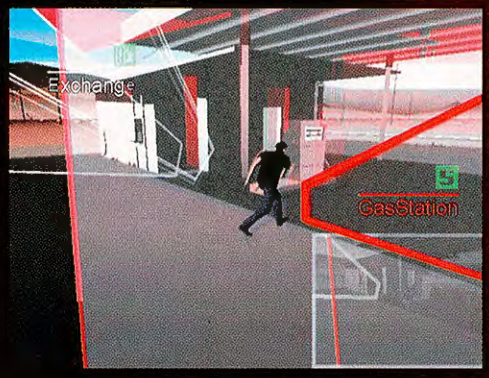
It all sounds strange, to be sure, but that unorthodoxy is what makes the game so intriguing. When asked about Killer 7's director, who goes by the name Suda51, Kobayashi commented that he and coproducer Shinji Mikami "don't know what goes on inside his [Suda51's] head. He has all kinds of crazy ideas." That carries over to the film noir visual style. It may look a bit simple in screenshots, but the game is astounding when you see it in motion.

Kobayashi promises a fairly lengthy adventure, with approximately 10 scenarios that last about two hours each. The game is tied together by a complex story influenced by the current geopolitical climate. "This is not a game for children," explains Kobayashi. "We're targeting more mature players." If you're over 17 and yearn for something a bit out of the ordinary, Killer 7 is definitely one to watch. It's due out before the end of the year.

"This is not a game for children."

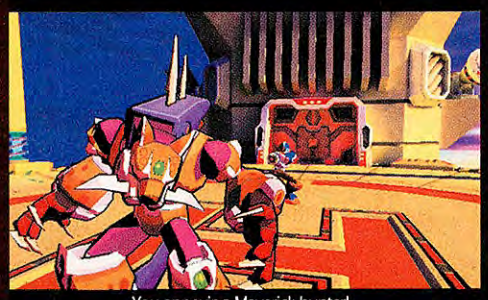
–Hiroyuki Kobayashi





Mega Man X: Command Mission

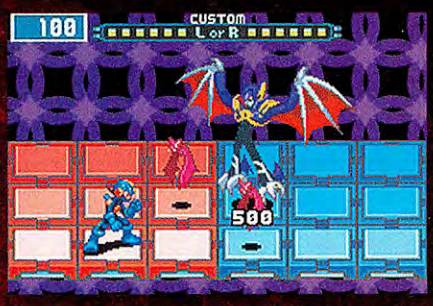
The Blue Bomber's first foray into the role-playing genre looks promising. With the Mega Man X universe already well-established, the developers' primary focus is on creating a battle system that players will truly enjoy. Your party will consist of three characters at a time, and there are seven playable heroes in all (including Zero, Axl, Cinnamon, Spider and, of course, Mega Man). A meter at the bottom of the screen displays the turn order for your party members, as well as for your opponents. When a character's turn comes up, you'll press buttons in real time to perform his or her actions. For example, with Mega Man, you can hit the attack button continually to fire his gun buster or hold the button to charge a single, powerful blast. With proper timing, you can also coordinate combo attacks or link multiple commands to execute a devastating "Final Strike." The genre isn't the only thing that separates Command Mission from its predecessors. The clean, cel-shaded visual style highlights new character designs for Mega Man and company. Capcom hopes that Command Mission will became a popular franchise distinct from the regular Mega Man X series. We'll find out if that dream becomes a reality when the game hits store shelves late this summer.

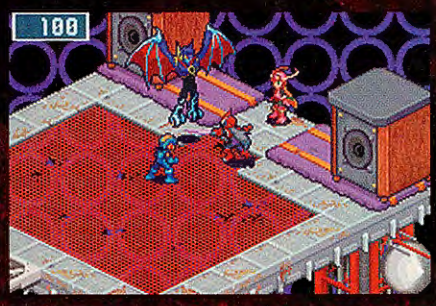


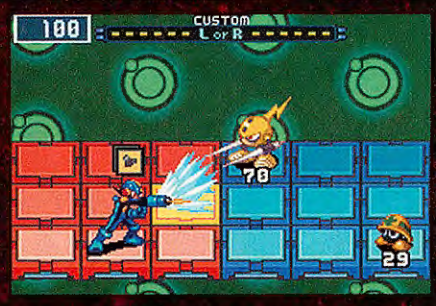
You annoying Maverick hunter!

Mega Man Battle Network 4

The fourth installment of the Mega Man Battle Network series has been a runaway success in Japan, so it comes as no surprise that Capcom plans to release both versions of the game—Red Sun and Blue Moon—in the U.S. this summer. Part four features a new Soul Unison system that allows Mega Man to transform and use the special abilities of the enemies he's defeated in battle. The Blue Bomber will also be tempted by "dark souls," powerful chips that will slowly turn him to the dark side if they're overused. The two versions will include different souls that you can trade with your friends. We'll have more on Mega Man Battle Network 4 and the rest of Capcom's stellar lineup in the months to come. Suffice it to say it's going to be a good year for GCN and GBA owners.







Harry Potter and the Prisoner of Azkaban™

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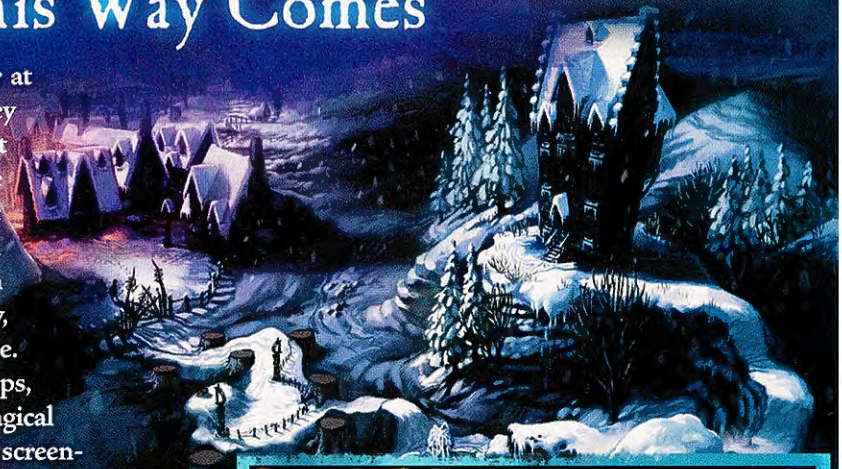
Check out our exclusive first look at EA's upcoming Harry Potter and the Prisoner of Azkaban titles for the GCN and GBA!

Something Wicked This Way Comes

When Harry, Ron and Hermione set out for a new year at Hogwarts School of Witchcraft and Wizardry, little do they know that cranky professors and magic exams are the least of their worries. Although both games follow the same plot and are full of puzzles and heaps of characteristic Harry Potter charm, they are very different from each other. The GCN title is an action-adventure game with real-time magical encounters and several modes of play, including Hippogriff flying and an owl-racing minigame. The GBA version is an RPG (featuring character level-ups, unique equipment and more) centered on turn-based magical encounters. As dazzling as they look, keep in mind that all screen-shots are from early versions of the games.



Both games follow J.K. Rowling's third Harry Potter book closely and introduce important characters from the story, such as Lupin, Sirius Black, Crookshanks, Buckbeak and, of course, the dreaded Dementors.

EA's development team has raised the bar with Prisoner of Azkaban for the GCN. It boasts new and enhanced spell effects, dynamic lighting and breathtaking environments. The character models have been designed with more detail to reflect their maturation through the years at Hogwarts.

Three Wands Are Better than One

Teamwork is a key element in both Harry Potter and the Prisoner of Azkaban games—almost as important as your wand. Harry, Ron and Hermione must work together to solve puzzles, defeat enemies and bosses, reach new areas and, ultimately, escape the Dementors and solve the mystery behind Sirius Black. Each of the main characters has unique spells, abilities and items (GCN) or equipment (GBA) that only he or she can use.

Harry Potter

Harry is the most athletic of the three main characters. In the GCN game, he can climb chains, jump the farthest, grab and hold on to ledges in mid-jump, and ride a Hippogriff. Harry also learns two unique spells: Expecto Patronum, which he can use against Dementors, and Carpe Retractum, which allows him to grab and pull objects toward him. In the GCN game, only Harry can use items such as the Marauder's Map, brooms and Owl Treats. In the GBA version, Harry's unique spells are Diffindo, which allows him to cut things such as ropes and spiderwebs, and Lumos, a spell that creates light in dark areas. Harry's magical-encounter abilities come from card sets that he can collect to create spell combos that range from Tempest Jinx, which creates a storm that blows enemies off the screen, to Girding All, which reduces enemies' attacks on all party members during a magical encounter.

Hermione Granger

Hermione, a star student at Hogwarts, is smaller and lighter than Harry and Ron. In the GCN game, she can crawl into small spaces, ride a Hippogriff and walk on thin ice to reach areas that her two friends can't. Hermione learns four unique spells, including Glacius, which allows her to freeze objects in the environment, and Draconifors, which allows her to transfigure small dragon statues and fly them around. Only Hermione can use the Statue List in the GCN game. In Prisoner of Azkaban for the GBA, Hermione alone can use Glacius and Reparo (which allows her to fix broken items such as stairs and bridges). In battle, called "magical encounter" in the game, she is the only character who can attack with Glacius or use Fumos (a defensive spell). Hermione's special abilities are called Lecture Attacks. They boost the party in encounters by bestowing benefits such as extra protection, increased spell damage or more experience during a magical encounter.

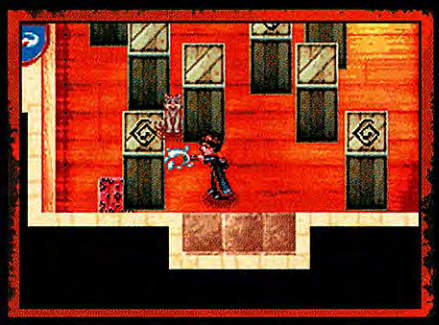
Ron Weasley

Ron may not be the best wizard, but he's got a special Weasley sense that enables him to see things most people can't. In the GCN version, Ron can search containers thoroughly to detect what's inside, and he can see doors, switches and other useful stuff that Harry and Hermione can't. He can't ride a Hippogriff, however. Ron learns one unique spell in the GCN game: Lumos Duo, a wand-illuminating spell that creates a piercing beam of light. Only Ron can use Stink Pellets and Dung Bombs in the GCN title. On the GBA, Ron is the only one who can cast Alohomora to open magically locked doors, and Spongify, which allows him to use pads to leap over gaps or reach high platforms. In magical encounters, Ron can use Stink Bombs to stun and damage creatures and Wizard Crackers to shock enemies into dropping an item.

Arcane Adventures Aplenty

Whether you're enjoying the real-time adventure on the GCN or the turn-based RPG system on the GBA, both PoA titles create an experience as diverse and magical as the *Harry Potter* novels. Each game boasts a variety of gameplay elements, from puzzles to boss battles to story scenes and action-packed enemy encounters. The connectivity features, minigames and two-player options add to the fun, but both games are quite complete by themselves.

Some areas, such as the spell challenges and the Marauder's Map locations, mix action with spell-assisted puzzle solving.



In the GBA game, you'll employ each character's unique adventure map spells in the imaginative spell challenges and dungeon puzzle rooms.

The GCN game's magical encounters unfold in real-time and often require teamwork. For example, you may need Hermione to cast one of her unique spells before Harry casts one of his.

Connectivity, Minigames and Two-Player Magic

We scored an exclusive interview with senior producer Nick Channon and producer Justin Manning. Here's what they had to say about the GBA-to-GCN connectivity features, the minigames and the two-player possibilities on the GCN.

NP: What connectivity features are there in the two versions of Harry Potter and the Prisoner of Azkaban? How do the features work?

JM: The player can buy an Owl Care Kit from Fred and George Weasley's shop on the GCN [and download it] to the GBA. This will unlock the Owl Care Kit minigame on the GBA, which allows the player to select an owl, name it (not Hedwig) and care for it (you can feed it, clean its cage, etc.). Keeping the owl happy will boost its stats, which enables you to send it off for Owl Post—it will bring the player an item that they can use in the main game. Also, when a player gets to the Owl Racing minigame on the GCN, they can upload their owl from the GBA and race it. If you've taken good care of your owl, you'll have a performance advantage in the Owl Race.

NP: How do you feel the connectivity features enhance the overall gameplay experience?

JM: Adding the Owl Care Kit minigame offers more variety to the game and gives the player different experiences—caring for the owl is a very different experience from flying the Hippogriff, facing the Boggart, or playing the puzzle game, Wizard Cracker Pop-It.

NP: What was your goal as a producer when designing the connectivity features?

JM: We think about how we can add experiences that encapsulate the fiction (owls being a key part of the fiction) and that add something extra on top of the main game.

NP: What are some of the GCN and GBA minigames and GCN two-player games?

NC: The GCN minigames are Owl Racing, Hippogriff Gliding and Broomstick Flying. The two-player games are Carpe Fishing and Wizard Dueling.

JM: The GBA minigames are Boggart Riddikulus Challenge, Buckbeak's Hippogriff Glide and Wizard Cracker Pop-It. There is one other that is unlocked by collecting cards, and there is also the aforementioned Owl Care Kit.

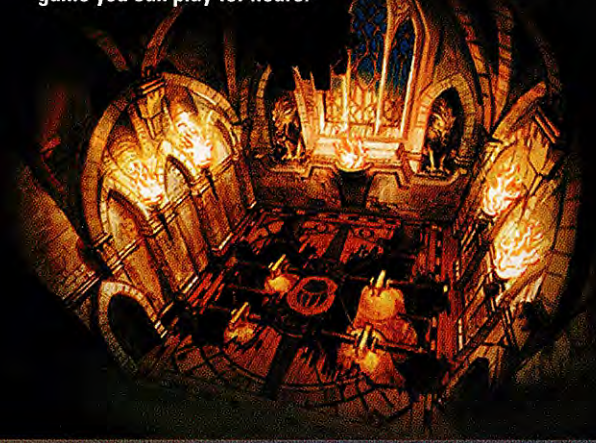
NP: Did you get ideas for the minigames and two-player games from the books and movies?

JM: We were definitely inspired by the fiction. Basically, as we were creating the games, we realized that there were some great elements that we could expand into minigames—broomstick and Hippogriff flying being prime examples. Both the Buckbeak and Boggart games (on GBA) are also influenced by the fiction, but informed by the movie (e.g., Neville is afraid of Snipe and imagines him in his grandmother's clothes—we have taken this from the film).

NP: What is your favorite minigame or two-player game in the Prisoner of Azkaban titles, and why?

NC: My favorite is Carpe Fishing. It's a really quirky challenge andit's a great fun use of one of my favorite spells.

JM: For the GBA title, the Hippogriff game is a unique experience, as it takes you into flying a Hippogriff in a more 3-D environment and gets to showcase one of the new characters in the Prisoner of Azkaban story. I also like Wizard Cracker Pop-It, as it is the sort of puzzle game you can play for hours!



The Ever-Changing World of Harry Potter

EA has designed the Prisoner of Azkaban for GCN and GBA with the same controls and feel of past Harry Potter games, but as we mentioned, they've introduced new creatures, characters and locations that capture the Harry Potter world perfectly.

The Hogwarts students have always shared the school grounds with a wide array of mischievous and malicious creatures. Now Azkaban-specific critters, such as Cornish Pixies, make Hogwarts their home.

All of the spells have been redesigned with dazzling (and sometimes humorous) effects. The pumpkin-headed character in the screenshot is the victim of Melofors—a spell often used in Wizard Duels.

You can explore enchanting locations straight out of the Prisoner of Azkaban, such as the Marauder's Map areas, the Hogwarts Express and the Shrieking Shack, shown in the screenshot on the left.

Harry, Ron and Hermione's maturity is reflected in older-looking and higher-detailed character models. The environments also have a much darker look and feel than in past Harry Potter games.

EA has done an amazing job rendering many of the key characters from the Prisoner of Azkaban novel. Sirius Black (on the left) and Lupin (above) make appearances in both games. You can also expect to see Crookshanks and Buckbeak the Hippogriff.

The Future of Wizardry

EA has worked closely with J.K. Rowling and Warner Bros. to create an authentic Harry Potter experience—the GCN story spans five days and five evenings in four breathtaking seasons at Hogwarts. Both games closely follow the novel and the forthcoming movie. The producers have also taken the time to add fun extras based on the Harry Potter world, such as Muggle Studies and the familiar Collector's Cards from past Harry Potter games. Send your owls out now—Harry Potter and the Prisoner of Azkaban is coming this May!

EPIC CENTER

We have about a bazillion e-mails in the Epic Center box (epic@nintendopower.com, by the way) asking for FFCC strategy, so here are the goods. Also note a couple of upcoming RPG releases, including another Shining game on the GBA.

EPIC NEWS

A Wonderful Website

Fans of Harvest Moon: A Wonderful Life know that the game has incredible depth, and you won't miss a thing with our online coverage. We'll cover such things as cooking (including all the recipes), creating hybrid plants and vegetables, fishing, caring for your animals and all the ins and outs of GBA connectivity. Head to www.nintendo.com/games/hm and start clicking away to make your farm and family simply fantastic.

The Force Shines On

Atlus and Sega have announced plans to co-publish a new RPG on the Game Boy Advance—Shining Force: Resurrection of the Dark Dragon. The game is a remake of the original Shining Force game that appeared on the Sega Genesis, and combines strategic turn-based combat with RPG elements such as gaining experience and equipping your characters. Shining Force was one of the biggest hits in the Shining series of video games (which includes over 10 titles) and should be a welcome addition to the collection of anyone who liked Fire Emblem or the Golden Sun and Advance Wars games. We'll have more info before the title's release in the summer, but for now you can take a look at a couple of screenshots that Atlus sent our way.

The Future is Now

Crave Entertainment surprised us with the announcement that the upcoming RPG Future Tactics: The Uprising will be released on the GCN. The plot is standard fare—aliens have taken over Earth and you must lead a resistance against them—but the gameplay is unusual. Characters run around a large battlefield, taking out their alien foes in turn-based combat. As you fire weapons and create explosions, the landscape will change. Setting off a crate of dynamite, for example, leaves behind a smoking crater that you can use to hide from your opponent. Your controllable teammates (18 playable characters in all) will gain experience and learn new skills as they progress, adding a strong RPG element to the action-platformer gameplay. Future Tactics is scheduled to ship in March.

EPIC TACTICS

If you've been playing Final Fantasy: Crystal Chronicles and you need to find a certain artifact, help is on the way. We've broken down the items that each boss drops and put the info in an easy-to-read format, along with specs on the point system. Hey, who says we don't bring the love?

We Heart Charts

Each time you beat the boss of a dungeon, it will drop four items. Which items those are is determined by what cycle you are in, how many points you rack up and a bit of random chance.

First, let's lay some groundwork. When you initially visit a dungeon, you arrive during Cycle 1. After you collect a drop of Myrrh, the Myrrh Tree will become dormant for two years. You can still enter the dungeon, fight enemies and pick up treasure, but you won't get any Myrrh for your trouble. Once two years have passed, the Myrrh Tree is rejuvenated and Cycle 2 begins. The dungeons max out at Cycle 3, so you will remain in that cycle no matter how many additional times you visit the dungeon.

Now it's time to learn to read the charts. Take a look at the chart for the boss of River Belle Path, the Giant Crab. There are eight possible Artifact Sets (a set is a group of four artifacts) that the boss will drop, but only four sets are available in any given cycle. If you are playing a single-player game and you earn 14 points in the dungeon, you will receive the first artifact set. If you score 175 points, you'll qualify for all four sets and the computer will pick one at random. If you're playing with multiple people, look at the line that matches the number of players in your party. So if you want artifact set 2 and you have two players, you'll need to earn more than 102 points. If you have three players, you'll need more than 116 points, and if you have four players, you'll need more than 127 points. Got it? Great! Now get crackin'!

GIANT CRAB—RIVER BELLE PATH

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	BUCKLER
	2P	More than 0 pts.	—	—	DRAGON'S WHISKER
	3P	More than 0 pts.	—	—	MOOGLE POCKET
	4P	More than 0 pts.	—	—	SHURIKEN
SET 2	1P	More than 95 pts.	—	—	MAGE MASHER
	2P	More than 102 pts.	—	—	MANEATER
	3P	More than 116 pts.	—	—	MOOGLE POCKET
	4P	More than 127 pts.	—	—	SILVER SPECTACLES
SET 3	1P	More than 119 pts.	More than 0 pts.	—	BUCKLER
	2P	More than 128 pts.	More than 0 pts.	—	DOUBLE AXE
	3P	More than 146 pts.	More than 0 pts.	—	IRON
	4P	More than 160 pts.	More than 0 pts.	—	KRIS
SET 4	1P	More than 149 pts.	More than 95 pts.	—	ICE BRAND
	2P	More than 160 pts.	More than 102 pts.	—	IRON
	3P	More than 182 pts.	More than 116 pts.	—	SILVER BRACER
	4P	More than 200 pts.	More than 127 pts.	—	SILVER SPECTACLES
SET 5	1P	—	More than 119 pts.	More than 0 pts.	LOADED DICE
	2P	—	More than 128 pts.	More than 0 pts.	MAGE'S STAFF
	3P	—	More than 146 pts.	More than 0 pts.	MYTHRIL
	4P	—	More than 160 pts.	More than 0 pts.	WONDER BANGLE
SET 6	1P	—	More than 149 pts.	More than 95 pts.	BLACK HOOD
	2P	—	More than 160 pts.	More than 102 pts.	FLAMETONGUE
	3P	—	More than 182 pts.	More than 116 pts.	LEGENDARY WEAPON
	4P	—	More than 200 pts.	More than 127 pts.	SASUKE'S BLADE
SET 7	1P	—	—	More than 119 pts.	DRAGON'S WHISKER
	2P	—	—	More than 128 pts.	ORICHALCUM
	3P	—	—	More than 146 pts.	SHURIKEN
	4P	—	—	More than 160 pts.	SILVER SPECTACLES
SET 8	1P	—	—	More than 149 pts.	ANCIENT SWORD
	2P	—	—	More than 160 pts.	MAGE MASHER
	3P	—	—	More than 182 pts.	MANEATER
	4P	—	—	More than 200 pts.	SAVE THE QUEEN

GOBLIN KING—GOBLIN WALL

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	DOUBLE AXE
	2P	More than 0 pts.	—	—	EARTH PENDANT
	3P	More than 0 pts.	—	—	SPARKLING BRACER
	4P	More than 0 pts.	—	—	WINGED CAP
SET 2	1P	More than 110 pts.	—	—	EARTH PENDANT
	2P	More than 119 pts.	—	—	KAISER KNUCKLES
	3P	More than 135 pts.	—	—	SPARKLING BRACER
	4P	More than 148 pts.	—	—	WONDER WAND
SET 3	1P	More than 138 pts.	More than 0 pts.	—	ASHURA
	2P	More than 148 pts.	More than 0 pts.	—	FAERIE RING
	3P	More than 169 pts.	More than 0 pts.	—	HELM OF ARAI
	4P	More than 185 pts.	More than 0 pts.	—	MOOGLE POCKET
SET 4	1P	More than 172 pts.	More than 110 pts.	—	DARK MATTER
	2P	More than 186 pts.	More than 119 pts.	—	FANG CHARM
	3P	More than 211 pts.	More than 135 pts.	—	MOOGLE POCKET
	4P	More than 232 pts.	More than 148 pts.	—	SPARKLING BRACER
SET 5	1P	—	More than 138 pts.	More than 0 pts.	ANCIENT POTION
	2P	—	More than 148 pts.	More than 0 pts.	HELM OF ARAI
	3P	—	More than 169 pts.	More than 0 pts.	MJOLLNIR
	4P	—	More than 185 pts.	More than 0 pts.	RED SLIPPERS
SET 6	1P	—	More than 172 pts.	More than 110 pts.	ENGETSURIN
	2P	—	More than 186 pts.	More than 119 pts.	HELM OF ARAI
	3P	—	More than 211 pts.	More than 135 pts.	NOAH'S LUTE
	4P	—	More than 232 pts.	More than 148 pts.	ORICHALCUM
SET 7	1P	—	—	More than 138 pts.	CANDY RING
	2P	—	—	More than 148 pts.	DIAMOND BELT
	3P	—	—	More than 169 pts.	FANG CHARM
	4P	—	—	More than 185 pts.	WONDER BANGLE
SET 8	1P	—	—	More than 172 pts.	CURSED CROOK
	2P	—	—	More than 186 pts.	GALATYN
	3P	—	—	More than 211 pts.	GREEN BERET
	4P	—	—	More than 232 pts.	SPARKLING BRACER

MALBORO—THE MUSHROOM FOREST

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	SHURIKEN
	2P	More than 0 pts.	—	—	DRAGON'S WHISKER
	3P	More than 0 pts.	—	—	BUCKLER
	4P	More than 0 pts.	—	—	EARTH PENDANT
SET 2	1P	More than 108 pts.	—	—	FLAMETONGUE
	2P	More than 116 pts.	—	—	MAGE MASHER
	3P	More than 132 pts.	—	—	SILVER SPECTACLES
	4P	More than 145 pts.	—	—	MOOGLE POCKET
SET 3	1P	More than 135 pts.	More than 0 pts.	—	MANEATER
	2P	More than 145 pts.	More than 0 pts.	—	SAGE'S STAFF
	3P	More than 165 pts.	More than 0 pts.	—	BUCKLER
	4P	More than 181 pts.	More than 0 pts.	—	EARTH PENDANT
SET 4	1P	More than 169 pts.	More than 108 pts.	—	DOUBLE AXE
	2P	More than 182 pts.	More than 116 pts.	—	SILVER BRACER
	3P	More than 207 pts.	More than 132 pts.	—	BLACK HOOD
	4P	More than 227 pts.	More than 145 pts.	—	MOOGLE POCKET
SET 5	1P	—	More than 135 pts.	More than 0 pts.	SASUKE'S BLADE
	2P	—	More than 145 pts.	More than 0 pts.	CAT'S BELL
	3P	—	More than 165 pts.	More than 0 pts.	WONDER BANGLE
	4P	—	More than 181 pts.	More than 0 pts.	ANCIENT POTION
SET 6	1P	—	More than 169 pts.	More than 108 pts.	GREEN BERET
	2P	—	More than 182 pts.	More than 116 pts.	MAGE'S STAFF
	3P	—	More than 207 pts.	More than 132 pts.	WONDER BANGLE
	4P	—	More than 227 pts.	More than 145 pts.	ORICHALCUM
SET 7	1P	—	—	More than 135 pts.	DOUBLE AXE
	2P	—	—	More than 145 pts.	SILVER BRACER
	3P	—	—	More than 165 pts.	MOOGLE POCKET
	4P	—	—	More than 181 pts.	DIAMOND ARMOR
SET 8	1P	—	—	More than 169 pts.	ASHURA
	2P	—	—	More than 182 pts.	CAT'S BELL
	3P	—	—	More than 207 pts.	EARTH PENDANT
	4P	—	—	More than 227 pts.	MALBORO SEED

ORC KING—THE MINES OF CATHURIGES

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	SHURIKEN
	2P	More than 0 pts.	—	—	DRAGON'S WHISKER
	3P	More than 0 pts.	—	—	BUCKLER
	4P	More than 0 pts.	—	—	EARTH PENDANT
SET 2	1P	More than 116 pts.	—	—	LOADED DICE
	2P	More than 125 pts.	—	—	MAGE MASHER
	3P	More than 142 pts.	—	—	SILVER SPECTACLES
	4P	More than 156 pts.	—	—	MOOGLE POCKET
SET 3	1P	More than 145 pts.	More than 0 pts.	—	MANEATER
	2P	More than 156 pts.	More than 0 pts.	—	RUNE BELL
	3P	More than 178 pts.	More than 0 pts.	—	BUCKLER
	4P	More than 195 pts.	More than 0 pts.	—	EARTH PENDANT
SET 4	1P	More than 181 pts.	More than 116 pts.	—	DOUBLE AXE
	2P	More than 196 pts.	More than 125 pts.	—	SILVER BRACER
	3P	More than 222 pts.	More than 142 pts.	—	BLACK HOOD
	4P	More than 244 pts.	More than 156 pts.	—	MOOGLE POCKET
SET 5	1P	—	More than 145 pts.	More than 0 pts.	SASUKE'S BLADE
	2P	—	More than 156 pts.	More than 0 pts.	CAT'S BELL
	3P	—	More than 178 pts.	More than 0 pts.	WONDER BANGLE
	4P	—	More than 195 pts.	More than 0 pts.	LEGENDARY WEAPON
SET 6	1P	—	More than 181 pts.	More than 116 pts.	GREEN BERET
	2P	—	More than 196 pts.	More than 125 pts.	MAGE'S STAFF
	3P	—	More than 222 pts.	More than 142 pts.	WONDER BANGLE
	4P	—	More than 244 pts.	More than 156 pts.	ORICHALCUM
SET 7	1P	—	—	More than 145 pts.	KAISER KNUCKLES
	2P	—	—	More than 156 pts.	FAERIE RING
	3P	—	—	More than 178 pts.	ULTIMATE POCKET
	4P	—	—	More than 195 pts.	ORC BELT
SET 8	1P	—	—	More than 181 pts.	ONION SWORD
	2P	—	—	More than 196 pts.	WINGED CAP
	3P	—	—	More than 222 pts.	EARTH PENDANT
	4P	—	—	More than 244 pts.	MURASAME

ARMSTRONG—TIDA

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	TWISTED HEADBAND
	2P	More than 0 pts.	—	—	DRAGON'S WHISKER
	3P	More than 0 pts.	—	—	SILVER SPECTACLES
	4P	More than 0 pts.	—	—	CHOCOBO POCKET
SET 2	1P	More than 155 pts.	—	—	SHURIKEN
	2P	More than 167 pts.	—	—	KRIS
	3P	More than 190 pts.	—	—	SPARKLING BRACER
	4P	More than 208 pts.	—	—	MOOGLE POCKET
SET 3	1P	More than 193 pts.	More than 0 pts.	—	MANEATER
	2P	More than 208 pts.	More than 0 pts.	—	SILVER BRACER
	3P	More than 237 pts.	More than 0 pts.	—	ELVEN MANTLE
	4P	More than 260 pts.	More than 0 pts.	—	CHOCOBO POCKET
SET 4	1P	More than 241 pts.	More than 155 pts.	—	POWER WRISTBAND
	2P	More than 260 pts.	More than 167 pts.	—	CAT'S BELL
	3P	More than 295 pts.	More than 190 pts.	—	SPARKLING BRACER
	4P	More than 325 pts.	More than 208 pts.	—	SASUKE'S BLADE
SET 5	1P	—	More than 193 pts.	More than 0 pts.	GIANT'S GLOVE
	2P	—	More than 208 pts.	More than 0 pts.	FLAMETONGUE
	3P	—	More than 237 pts.	More than 0 pts.	WONDER BANGLE
	4P	—	More than 260 pts.	More than 0 pts.	ANCIENT POTION
SET 6	1P	—	More than 241 pts.	More than 155 pts.	RUNE BELL
	2P	—	More than 260 pts.	More than 167 pts.	GOLD HAIRPIN
	3P	—	More than 295 pts.	More than 190 pts.	WONDER BANGLE
	4P	—	More than 325 pts.	More than 208 pts.	ORICHALCUM
SET 7	1P	—	—	More than 193 pts.	POWER WRISTBAND
	2P	—	—	More than 208 pts.	SILVER BRACER
	3P	—	—	More than 237 pts.	CHOCOBO POCKET
	4P	—	—	More than 260 pts.	LEGENDARY WEAPON
SET 8	1P	—	—	More than 241 pts.	GREEN BERET
	2P	—	—	More than 260 pts.	CAT'S BELL
	3P	—	—	More than 295 pts.	BRIGANDOLOGY
	4P	—	—	More than 325 pts.	DWEOMER SPORE

GOLEM—VEO LU SLUICE

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	ICE BRAND
	2P	More than 0 pts.	—	—	SILVER BRACER
	3P	More than 0 pts.	—	—	BUCKLER
	4P	More than 0 pts.	—	—	RING OF BLIZZARD
SET 2	1P	More than 92 pts.	—	—	GREEN BERET
	2P	More than 99 pts.	—	—	SAGE'S STAFF
	3P	More than 112 pts.	—	—	SILVER SPECTACLES
	4P	More than 123 pts.	—	—	MOON PENDANT
SET 3	1P	More than 115 pts.	More than 0 pts.	—	FANG CHARM
	2P	More than 124 pts.	More than 0 pts.	—	CAT'S BELL
	3P	More than 140 pts.	More than 0 pts.	—	ELVEN MANTLE
	4P	More than 154 pts.	More than 0 pts.	—	MOON PENDANT
SET 4	1P	More than 143 pts.	More than 92 pts.	—	SHURIKEN
	2P	More than 155 pts.	More than 99 pts.	—	FAERIE RING
	3P	More than 176 pts.	More than 112 pts.	—	SPARKLING BRACER
	4P	More than 193 pts.	More than 123 pts.	—	RING OF BLIZZARD
SET 5	1P	—	More than 115 pts.	More than 0 pts.	HEAVY ARMBAND
	2P	—	More than 124 pts.	More than 0 pts.	WONDER WAND
	3P	—	More than 140 pts.	More than 0 pts.	RAT'S TAIL
	4P	—	More than 154 pts.	More than 0 pts.	MOON PENDANT
SET 6	1P	—	More than 143 pts.	More than 92 pts.	LOADED DICE
	2P	—	More than 155 pts.	More than 99 pts.	NOAH'S LUTE
	3P	—	More than 176 pts.	More than 112 pts.	RING OF BLIZZARD
	4P	—	More than 193 pts.	More than 123 pts.	ORICHALCUM
SET 7	1P	—	—	More than 115 pts.	GREEN BERET
	2P	—	—	More than 124 pts.	WINGED CAP
	3P	—	—	More than 140 pts.	DIAMOND HELM
	4P	—	—	More than 154 pts.	GREEN SPHERE
SET 8	1P	—	—	More than 143 pts.	FANG CHARM
	2P	—	—	More than 155 pts.	CANDY RING
	3P	—	—	More than 176 pts.	TAOTIE MOTIF
	4P	—	—	More than 193 pts.	DIAMOND ARMOR

GIGAS LORD—MOSCHET MANOR

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	FLAMETONGUE
	2P	More than 0 pts.	—	—	RUNE STAFF
	3P	More than 0 pts.	—	—	BUCKLER
	4P	More than 0 pts.	—	—	CHOCOBO POCKET
SET 2	1P	More than 84 pts.	—	—	GREEN BERET
	2P	More than 91 pts.	—	—	RED SLIPPERS
	3P	More than 103 pts.	—	—	SILVER SPECTACLES
	4P	More than 113 pts.	—	—	EARTH PENDANT
SET 3	1P	More than 105 pts.	More than 0 pts.	—	FANG CHARM
	2P	More than 113 pts.	More than 0 pts.	—	BOOK OF LIGHT
	3P	More than 129 pts.	More than 0 pts.	—	BLACK HOOD
	4P	More than 141 pts.	More than 0 pts.	—	MOON PENDANT
SET 4	1P	More than 132 pts.	More than 84 pts.	—	KAISER KNUCKLES
	2P	More than 142 pts.	More than 91 pts.	—	FAERIE RING
	3P	More than 161 pts.	More than 103 pts.	—	HELM OF ARAI
	4P	More than 177 pts.	More than 113 pts.	—	CHOCOBO POCKET
SET 5	1P	—	More than 105 pts.	More than 0 pts.	ICE BRAND
	2P	—	More than 113 pts.	More than 0 pts.	SAGE'S STAFF
	3P	—	More than 129 pts.	More than 0 pts.	CHOCOBO POCKET
	4P	—	More than 141 pts.	More than 0 pts.	MOON PENDANT
SET 6	1P	—	More than 132 pts.	More than 84 pts.	MASQUERADE
	2P	—	More than 142 pts.	More than 91 pts.	MAGE'S STAFF
	3P	—	More than 161 pts.	More than 103 pts.	WONDER BANGLE
	4P	—	More than 177 pts.	More than 113 pts.	ORICHALCUM
SET 7	1P	—	—	More than 105 pts.	POWER WRISTBAND
	2P	—	—	More than 113 pts.	CHOCOBO POCKET
	3P	—	—	More than 129 pts.	LEGENDARY WEAPON
	4P	—	—	More than 141 pts.	LORD'S ROBE
SET 8	1P	—	—	More than 132 pts.	GEKKABIJIN
	2P	—	—	More than 142 pts.	CANDY RING
	3P	—	—	More than 161 pts.	CHOCOBO POCKET
	4P	—	—	More than 177 pts.	LEGENDARY SHIELD

LIZARDMAN KING—DAEMON'S COURT

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	LOADED DICE
	2P	More than 0 pts.	—	—	WINGED CAP
	3P	More than 0 pts.	—	—	BUCKLER
	4P	More than 0 pts.	—	—	CHOCOBO POCKET
SET 2	1P	More than 103 pts.	—	—	SHURIKEN
	2P	More than 111 pts.	—	—	WONDER WAND
	3P	More than 126 pts.	—	—	SILVER SPECTACLES
	4P	More than 138 pts.	—	—	MOON PENDANT
SET 3	1P	More than 128 pts.	More than 0 pts.	—	MANEATER
	2P	More than 138 pts.	More than 0 pts.	—	CANDY RING
	3P	More than 157 pts.	More than 0 pts.	—	RAT'S TAIL
	4P	More than 172 pts.	More than 0 pts.	—	CHOCOBO POCKET
SET 4	1P	More than 160 pts.	More than 103 pts.	—	DOUBLE AXE
	2P	More than 173 pts.	More than 111 pts.	—	DRAGON'S WHISKER
	3P	More than 197 pts.	More than 126 pts.	—	SPARKLING BRACER
	4P	More than 216 pts.	More than 138 pts.	—	MOON PENDANT
SET 5	1P	—	More than 128 pts.	More than 0 pts.	GIANT'S GLOVE
	2P	—	More than 138 pts.	More than 0 pts.	RUNE BELL
	3P	—	More than 157 pts.	More than 0 pts.	WONDER BANGLE
	4P	—	More than 172 pts.	More than 0 pts.	MOON PENDANT
SET 6	1P	—	More than 160 pts.	More than 103 pts.	OGREKILLER
	2P	—	More than 173 pts.	More than 111 pts.	DARK MATTER
	3P	—	More than 197 pts.	More than 126 pts.	CHOCOBO POCKET
	4P	—	More than 216 pts.	More than 138 pts.	ORICHALCUM
SET 7	1P	—	—	More than 128 pts.	FLAMETONGUE
	2P	—	—	More than 138 pts.	KRIS
	3P	—	—	More than 157 pts.	DIAMOND GLOVES
	4P	—	—	More than 172 pts.	KING'S SCALE
SET 8	1P	—	—	More than 160 pts.	ICE BRAND
	2P	—	—	More than 173 pts.	RED SLIPPERS
	3P	—	—	More than 197 pts.	AEGIS
	4P	—	—	More than 216 pts.	DIAMOND SHIELD

CAVE WORM—SELAPATION CAVE

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	OGREKILLER
	2P	More than 0 pts.	—	—	DRAGON'S WHISKER
	3P	More than 0 pts.	—	—	BUCKLER
	4P	More than 0 pts.	—	—	CHOCOBO POCKET
SET 2	1P	More than 158 pts.	—	—	ASHURA
	2P	More than 170 pts.	—	—	RUNE BELL
	3P	More than 193 pts.	—	—	SILVER SPECTACLES
	4P	More than 212 pts.	—	—	RING OF THUNDER
SET 3	1P	More than 197 pts.	More than 0 pts.	—	KAISER KNUCKLES
	2P	More than 212 pts.	More than 0 pts.	—	MAGE MASHER
	3P	More than 241 pts.	More than 0 pts.	—	SPARKLING BRACER
	4P	More than 265 pts.	More than 0 pts.	—	MOON PENDANT
SET 4	1P	More than 246 pts.	More than 158 pts.	—	POWER WRISTBAND
	2P	More than 266 pts.	More than 170 pts.	—	RUNE STAFF
	3P	More than 302 pts.	More than 193 pts.	—	TEDDY BEAR
	4P	More than 332 pts.	More than 212 pts.	—	RING OF THUNDER
SET 5	1P	—	More than 197 pts.	More than 0 pts.	SASUKE'S BLADE
	2P	—	More than 212 pts.	More than 0 pts.	KRIS
	3P	—	More than 241 pts.	More than 0 pts.	BLACK HOOD
	4P	—	More than 265 pts.	More than 0 pts.	DIAMOND ARMOR
SET 6	1P	—	More than 246 pts.	More than 158 pts.	TWISTED HEADBAND
	2P	—	More than 266 pts.	More than 170 pts.	GOLD HAIRPIN
	3P	—	More than 302 pts.	More than 193 pts.	MOON PENDANT
	4P	—	More than 332 pts.	More than 212 pts.	ORICHALCUM
SET 7	1P	—	—	More than 197 pts.	LOADED DICE
	2P	—	—	More than 212 pts.	SAGE'S STAFF
	3P	—	—	More than 241 pts.	RING OF THUNDER
	4P	—	—	More than 265 pts.	WIND CRYSTAL
SET 8	1P	—	—	More than 246 pts.	OGREKILLER
	2P	—	—	More than 266 pts.	WONDER WAND
	3P	—	—	More than 302 pts.	EARTH ARMOR
	4P	—	—	More than 332 pts.	RING OF PROTECTION

IRON GIANT—KILANDA

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	ENGETSURIN
	2P	More than 0 pts.	—	—	BOOK OF LIGHT
	3P	More than 0 pts.	—	—	DRILL
	4P	More than 0 pts.	—	—	MOON PENDANT
SET 2	1P	More than 102 pts.	—	—	POWER WRISTBAND
	2P	More than 110 pts.	—	—	KRIS
	3P	More than 125 pts.	—	—	DRILL
	4P	More than 137 pts.	—	—	STAR PENDANT
SET 3	1P	More than 127 pts.	More than 0 pts.	—	GREEN BERET
	2P	More than 137 pts.	More than 0 pts.	—	SILVER BRACER
	3P	More than 156 pts.	More than 0 pts.	—	MAIN GAUCHE
	4P	More than 171 pts.	More than 0 pts.	—	RING OF FIRE
SET 4	1P	More than 159 pts.	More than 102 pts.	—	FANG CHARM
	2P	More than 172 pts.	More than 110 pts.	—	CAT'S BELL
	3P	More than 195 pts.	More than 125 pts.	—	DRILL
	4P	More than 214 pts.	More than 137 pts.	—	RING OF FIRE
SET 5	1P	—	More than 127 pts.	More than 0 pts.	MJOLLNIR
	2P	—	More than 137 pts.	More than 0 pts.	RED SLIPPERS
	3P	—	More than 156 pts.	More than 0 pts.	CHICKEN KNIFE
	4P	—	More than 171 pts.	More than 0 pts.	STAR PENDANT
SET 6	1P	—	More than 159 pts.	More than 102 pts.	FLAMETONGUE
	2P	—	More than 172 pts.	More than 110 pts.	MAGE'S STAFF
	3P	—	More than 195 pts.	More than 125 pts.	RING OF FIRE
	4P	—	More than 214 pts.	More than 137 pts.	ORICHALCUM
SET 7	1P	—	—	More than 127 pts.	TWISTED HEADBAND
	2P	—	—	More than 137 pts.	WONDER WAND
	3P	—	—	More than 156 pts.	LEGENDARY WEAPON
	4P	—	—	More than 171 pts.	RED EYE
SET 8	1P	—	—	More than 159 pts.	MASAMUNE
	2P	—	—	More than 172 pts.	RUNE BELL
	3P	—	—	More than 195 pts.	MAIN GAUCHE
	4P	—	—	More than 214 pts.	CELESTIAL WEAPON

DRAGON ZOMBIE—CONALL CURACH

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	GIANT'S GLOVE
	2P	More than 0 pts.	—	—	GOBLIN POCKET
	3P	More than 0 pts.	—	—	RAT'S TAIL
	4P	More than 0 pts.	—	—	SAGE'S STAFF
SET 2	1P	More than 193 pts.	—	—	FLAMETONGUE
	2P	More than 208 pts.	—	—	GOLD HAIRPIN
	3P	More than 237 pts.	—	—	RING OF CURE
	4P	More than 260 pts.	—	—	TEDDY BEAR
SET 3	1P	More than 240 pts.	More than 0 pts.	—	ICE BRAND
	2P	More than 260 pts.	More than 0 pts.	—	STAR PENDANT
	3P	More than 295 pts.	More than 0 pts.	—	WONDER WAND
	4P	More than 324 pts.	More than 0 pts.	—	WONDER BANGLE
SET 4	1P	More than 301 pts.	More than 193 pts.	—	LOADED DICE
	2P	More than 325 pts.	More than 208 pts.	—	RAT'S TAIL
	3P	More than 370 pts.	More than 237 pts.	—	RING OF CURE
	4P	More than 406 pts.	More than 260 pts.	—	RUNE BELL
SET 5	1P	—	More than 240 pts.	More than 0 pts.	GOLD HAIRPIN
	2P	—	More than 260 pts.	More than 0 pts.	OGREKILLER
	3P	—	More than 295 pts.	More than 0 pts.	STAR PENDANT
	4P	—	More than 324 pts.	More than 0 pts.	TEDDY BEAR
SET 6	1P	—	More than 301 pts.	More than 193 pts.	KRIS
	2P	—	More than 325 pts.	More than 208 pts.	ORICHALCUM
	3P	—	More than 370 pts.	More than 237 pts.	RING OF CURE
	4P	—	More than 406 pts.	More than 260 pts.	SASUKE'S BLADE
SET 7	1P	—	—	More than 240 pts.	DRAGON'S FANG
	2P	—	—	More than 260 pts.	LUNAR WEAPON
	3P	—	—	More than 295 pts.	RED SLIPPERS
	4P	—	—	More than 324 pts.	TWISTED HEADBAND
SET 8	1P	—	—	More than 301 pts.	DIAMOND ARMOR
	2P	—	—	More than 325 pts.	ENGETSURIN
	3P	—	—	More than 370 pts.	RING OF LIFE
	4P	—	—	More than 406 pts.	TOME OF ULTIMA

ANTLION—LYNARI DESERT

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	MAIN GAUCHE
	2P	More than 0 pts.	—	—	MASQUERADE
	3P	More than 0 pts.	—	—	STAR PENDANT
	4P	More than 0 pts.	—	—	SAGE'S STAFF
SET 2	1P	More than 144 pts.	—	—	BLACK HOOD
	2P	More than 156 pts.	—	—	FLAMETONGUE
	3P	More than 177 pts.	—	—	GOBLIN POCKET
	4P	More than 194 pts.	—	—	NOAH'S LUTE
SET 3	1P	More than 180 pts.	More than 0 pts.	—	CHICKEN KNIFE
	2P	More than 195 pts.	More than 0 pts.	—	GOBLIN POCKET
	3P	More than 221 pts.	More than 0 pts.	—	ICE BRAND
	4P	More than 243 pts.	More than 0 pts.	—	WONDER WAND
SET 4	1P	More than 226 pts.	More than 144 pts.	—	HEAVY ARMBAND
	2P	More than 224 pts.	More than 156 pts.	—	HELM OF ARAI
	3P	More than 277 pts.	More than 177 pts.	—	RUNE BELL
	4P	More than 304 pts.	More than 194 pts.	—	STAR PENDANT
SET 5	1P	—	More than 180 pts.	More than 0 pts.	DARK MATTER
	2P	—	More than 195 pts.	More than 0 pts.	ELVEN MANTLE
	3P	—	More than 221 pts.	More than 0 pts.	HERO'S WEAPON
	4P	—	More than 243 pts.	More than 0 pts.	LOADED DICE
SET 6	1P	—	More than 226 pts.	More than 144 pts.	KRIS
	2P	—	More than 244 pts.	More than 156 pts.	OGREKILLER
	3P	—	More than 277 pts.	More than 177 pts.	ORICHALCUM
	4P	—	More than 304 pts.	More than 194 pts.	WONDER BANGLE
SET 7	1P	—	—	More than 180 pts.	DESERT FANG
	2P	—	—	More than 195 pts.	ENGETSURIN
	3P	—	—	More than 221 pts.	GOBLIN POCKET
	4P	—	—	More than 243 pts.	RED SLIPPERS
SET 8	1P	—	—	More than 226 pts.	DIAMOND ARMOR
	2P	—	—	More than 244 pts.	SUN PENDANT
	3P	—	—	More than 277 pts.	TOME OF ULTIMA
	4P	—	—	More than 304 pts.	TWISTED HEADBAND

LICH—REBENA TE RA

		CYCLE 1	CYCLE 2	CYCLE 3	ARTIFACTS
SET 1	1P	More than 0 pts.	—	—	MAIN GAUCHE
	2P	More than 0 pts.	—	—	MJOLLNIR
	3P	More than 0 pts.	—	—	SAGE'S STAFF
	4P	More than 0 pts.	—	—	STAR PENDANT
SET 2	1P	More than 149 pts.	—	—	BLACK HOOD
	2P	More than 160 pts.	—	—	FLAMETONGUE
	3P	More than 182 pts.	—	—	GOBLIN POCKET
	4P	More than 200 pts.	—	—	MAGE'S STAFF
SET 3	1P	More than 186 pts.	More than 0 pts.	—	CHICKEN KNIFE
	2P	More than 200 pts.	More than 0 pts.	—	ICE BRAND
	3P	More than 228 pts.	More than 0 pts.	—	STAR PENDANT
	4P	More than 250 pts.	More than 0 pts.	—	WONDER WAND
SET 4	1P	More than 232 pts.	More than 149 pts.	—	GOBLIN POCKET
	2P	More than 250 pts.	More than 160 pts.	—	HELM OF ARAI
	3P	More than 284 pts.	More than 182 pts.	—	LOADED DICE
	4P	More than 312 pts.	More than 200 pts.	—	RUNE BELL
SET 5	1P	—	More than 186 pts.	More than 0 pts.	ELVEN MANTLE
	2P	—	More than 200 pts.	More than 0 pts.	KRIS
	3P	—	More than 228 pts.	More than 0 pts.	MASQUERADE
	4P	—	More than 250 pts.	More than 0 pts.	STAR PENDANT
SET 6	1P	—	More than 232 pts.	More than 149 pts.	GOBLIN POCKET
	2P	—	More than 250 pts.	More than 160 pts.	NOAH'S LUTE
	3P	—	More than 284 pts.	More than 182 pts.	OGREKILLER
	4P	—	More than 312 pts.	More than 200 pts.	ORICHALCUM
SET 7	1P	—	—	More than 186 pts.	DARK WEAPON
	2P	—	—	More than 200 pts.	ENGETSURIN
	3P	—	—	More than 228 pts.	ETHEREAL ORB
	4P	—	—	More than 250 pts.	RED SLIPPERS
SET 8	1P	—	—	More than 232 pts.	DRILL
	2P	—	—	More than 250 pts.	FORBIDDEN TOME
	3P	—	—	More than 284 pts.	RIBBON
	4P	—	—	More than 312 pts.	TWISTED HEADBAND

Earning Bonus Points

So now that you know how many points you need to earn an Artifact Set, how the heck do you earn the points? Well, we've got you covered. You'll have one of 15 different conditions at the beginning of a level. Your success in fulfilling the condition will help determine how many points you receive. In the case of the first nine conditions, you start the level with zero points and earn points by performing the action. For the remaining conditions, you begin the level with 100 points and lose some each time you perform an action. You can receive a maximum of 100 points for fulfilling a condition, no matter how many times you do it. Your final point total (which will almost always be more than 100) is figured by taking the points you earned for meeting the bonus condition and adding that number to the number of enemies you defeated and the number of items that you picked up (for that dungeon only, not the entire game). Keep all of this in the back of your mind while you're playing, especially during a multiplayer game. If one person gets points for picking up money, let him or her do it. If another get points for opening chests, leave all the chests for that person. You need to think and work together to succeed in FFCC, and the more points you have, the better your chance of getting rare and valuable artifacts. It's simple, really—if you manage not to get greedy, everyone will profit in the end.

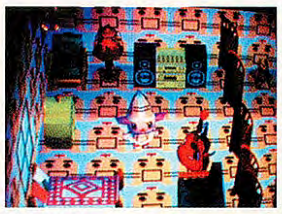
	RIVER BELLE PATH	GOBLIN WALL	THE MUSHROOM FOREST	THE MINE OF CATHURIGES	TIDA	MOSCHET MANOR	VEO LU SLUICE	DAEMON'S COURT	SELEPATION CAVE	KILANDA	CONALL CURACH	REBENA TE RA	LYNARI DESERT
PICK UP ITEMS	+5	+4	+5	+5	+3	+8	+7	+5	+3	+5	+2	+3	+3
PICK UP MONEY	+7	+7	+7	+7	+5	+10	+10	+7	+5	+7	+4	+5	+5
DEFEAT ENEMIES WITH SPELL FUSION	+5	+5	+5	+5	+4	+7	+6	+5	+5	+6	+5	+5	+5
DEFEAT ENEMIES WITH FOCUS ATTACKS	+5	+5	+5	+5	+4	+7	+6	+5	+5	+6	+5	+5	+5
DEFEAT ENEMIES WITH SPELLS	+5	+5	+5	+5	+4	+7	+6	+5	+5	+6	+5	+5	+5
OPEN TREASURE CHESTS	+15	+8	+10	+8	+8	+15	+20	+10	+9	+17	+5	+7	+10
INFLICT DAMAGE	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1	+1
TAKE PHYSICAL DAMAGE	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2	+2
TAKE MAGICAL DAMAGE	+10	+10	+10	+7	+4	+10	+6	+6	+6	+6	+5	+5	+6
AVOID DAMAGE	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1
DON'T CAST SPELLS	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
DON'T USE FOCUS ATTACKS	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
DON'T USE PHYSICAL ATTACKS	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5	-5
DON'T HEAL YOURSELF	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2	-2
DON'T PICK ANYTHING UP	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1	-1

The Crossing Quarterly

Spring 2004 Edition for Animal Crossing

Spring Cleaning: Open Season on Dust Bunnies!

The Crossing Quarterly (formerly The Crossing Guardian) has been flooded with photos that show off changes you've made to your villages. No wonder—spring cleaning brings the fresh breeze of inspiration into our lives. You've been cleaning house, crushing cockroaches, saying *no way* to feng shui and bringing your visions to life with wild abandon. Keep the pics coming. We're captivated!



Amy from Friendswood ripped down old wallpaper in favor of a whole new "Mr. Saturn" look.

Sean has almost every NES game, and it looks like he has every flower in Vallejo, too!

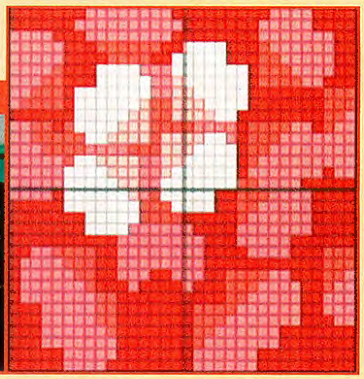
For some like Riff, clutter never goes out of style. His Sleepdom home must be a roach motel!

QUICK TAKE!

Talk about wearing your heart on your sleeve. Sasha from Cutetown looooves pink!

Ready to Turn Over a New Leaf?

There's no more beautiful time of year than when the trees blush during the Cherry Blossom Festival (April 5th through 7th). Though the trees will soon lose their petals, you can keep the spirit alive all season long by using this pattern—a Crossing Quarterly exclusive—to brighten your wardrobe, wallpaper or front door. Why not display the pattern on the flag way out on Animal Island and show your tropical neighbors what they're missing out on?



Sonichu's Cwcville Documentary

Simply amazing. There's no other way to describe what we received from Sonichu of Cwcville—a full video documentary that walked us through his daily life. His opulent manor contained every manner of furniture. Cwcville's landscape was filled to the bursting point with all the animals who'd moved to his well-tended town. And Sonichu has customized everything about his town—even many villagers have followed his bold trends, wearing the patterns he has created!

Sonichu has packed the museum with his finds—its bug collection is hopping.

He often visits Sonichu Island to bring its high-value coconuts back to town.

And he uses the spare hut on the island to store his huge collection of oddities.

Cwcville is brimming with Sonichu's patterns, including the popular Poké Ball.

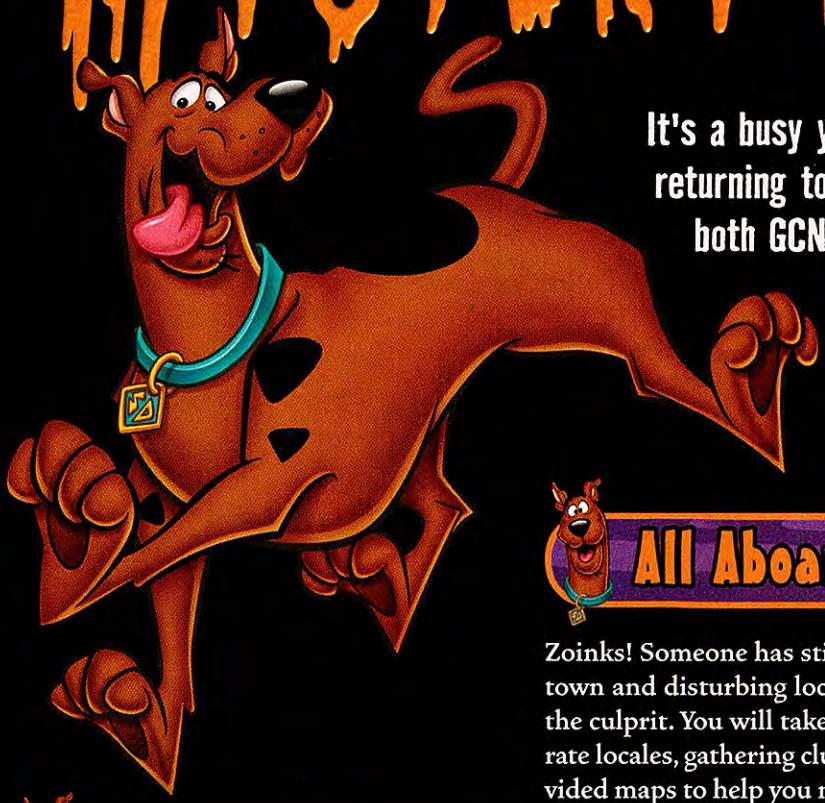
Model Citizen

The Crossing Quarterly would like to extend our warmest congratulations to Becca, who after *a year and a half* has completed an in-home model of her town. It takes a persistent homeowner to wrangle up all the models (and wrestle them away from friends); we applaud you!

Send mail and photos to: Nintendo Power
The Crossing Quarterly
P.O. Box 97082
Redmond, WA 98073-9782
Send e-mail and digital photos to: crossingguardian@nintendopower.com

Special thanks to contributing readers: Matt J. (for his sister Angie's house in Friendswood); Sean M. from Texas (for Sean from Vallejo); Raymond L. (for Riff from Sleepdom); Lynda M. from Texas (for Sasha from Cutetown); Becca J. (for her model home); and Christian C. from Virginia for his Sonichu documentary.

SCOOBY-DOO! MYSTERY MAYHEM



It's a busy year for Scooby and the gang. They're returning to the silver screen in *Scooby-Doo 2* and to both GCN and GBA in new mystery adventures from Warner Bros. Interactive and THQ.

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EVERYONE E CONTENT RATED BY ESRB

All Aboard the Mystery Machine

Zoinks! Someone has stirred the undead, unleashing a swarm of monsters on the town and disturbing local businesses. Mystery Inc. has been hired to track down the culprit. You will take control of Scooby and Shaggy as they explore five elaborate locales, gathering clues and gobbling Scooby Snacks along the way. We've provided maps to help you navigate the first two episodes and find their bonus items.

Doing the Doo

Scooby and Shaggy can interact with many of the items they stumble across. Solve puzzles by pushing or pulling various objects. Disguise yourself with costumes to avoid ghosts. Keep in mind that Scooby can wiggle through small passages to uncover hidden items.

Catch a Clue

Clues are often in hard-to-reach places, such as atop bookshelves or stacks of boxes. When you find a clue, take it to Velma so she can interpret it.

Out to Lunch

Five sandwich ingredients are scattered across each level. They're typically hidden in dark corners or closets. Collect all five ingredients to unlock a minigame.

Tomb of Doom NP

Pages from the Tomb of Doom are spread throughout the game. Once you've found a page, you can catch the monsters associated with it.

The Haunting of Hambridge

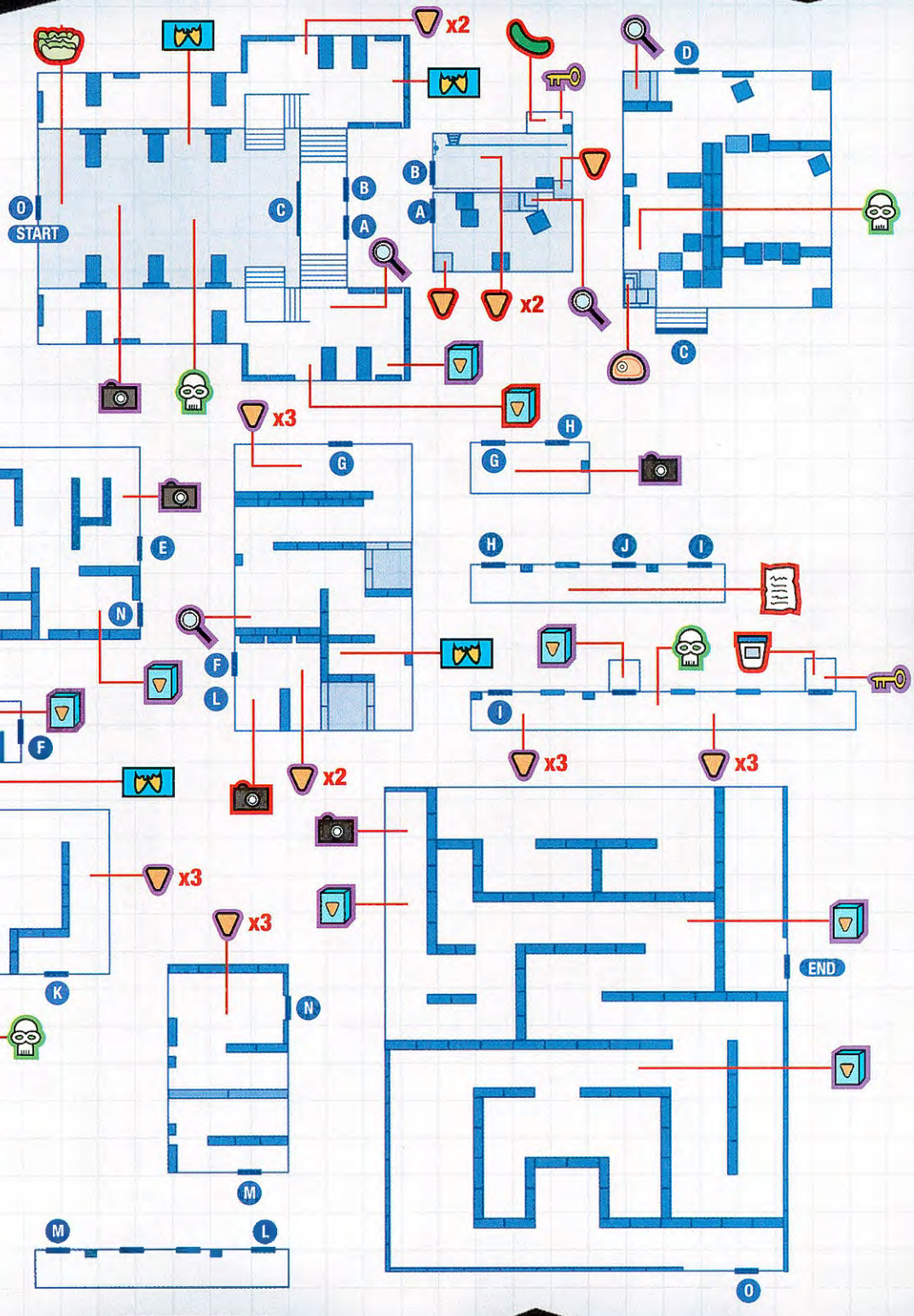
In the first episode, you'll explore the entire library and backtrack to the entrance. The map below shows the locations of items. Collect items marked in purple your first time through and red items on the way back.

Map Key

- Save File
- Costumes
- Scooby Snack
- Box of Snacks
- A Key
- A Clue
- Skull
- Tomato
- Ham
- Lettuce
- Mayo
- Pickle
- Page
- Velma's Glasses

Checklist

- [ ] Find the Old Library
- [ ] Get the Key to the Annex
- [ ] Get Shaggy to Follow Scooby
- [ ] Find the Fake Ghost's Hideout
- [ ] Get Back to Library Lobby
- [ ] Find Velma's Glasses
- [ ] Capture all the Ghosts in the basement
- [ ] Capture all the Ghosts in the Library



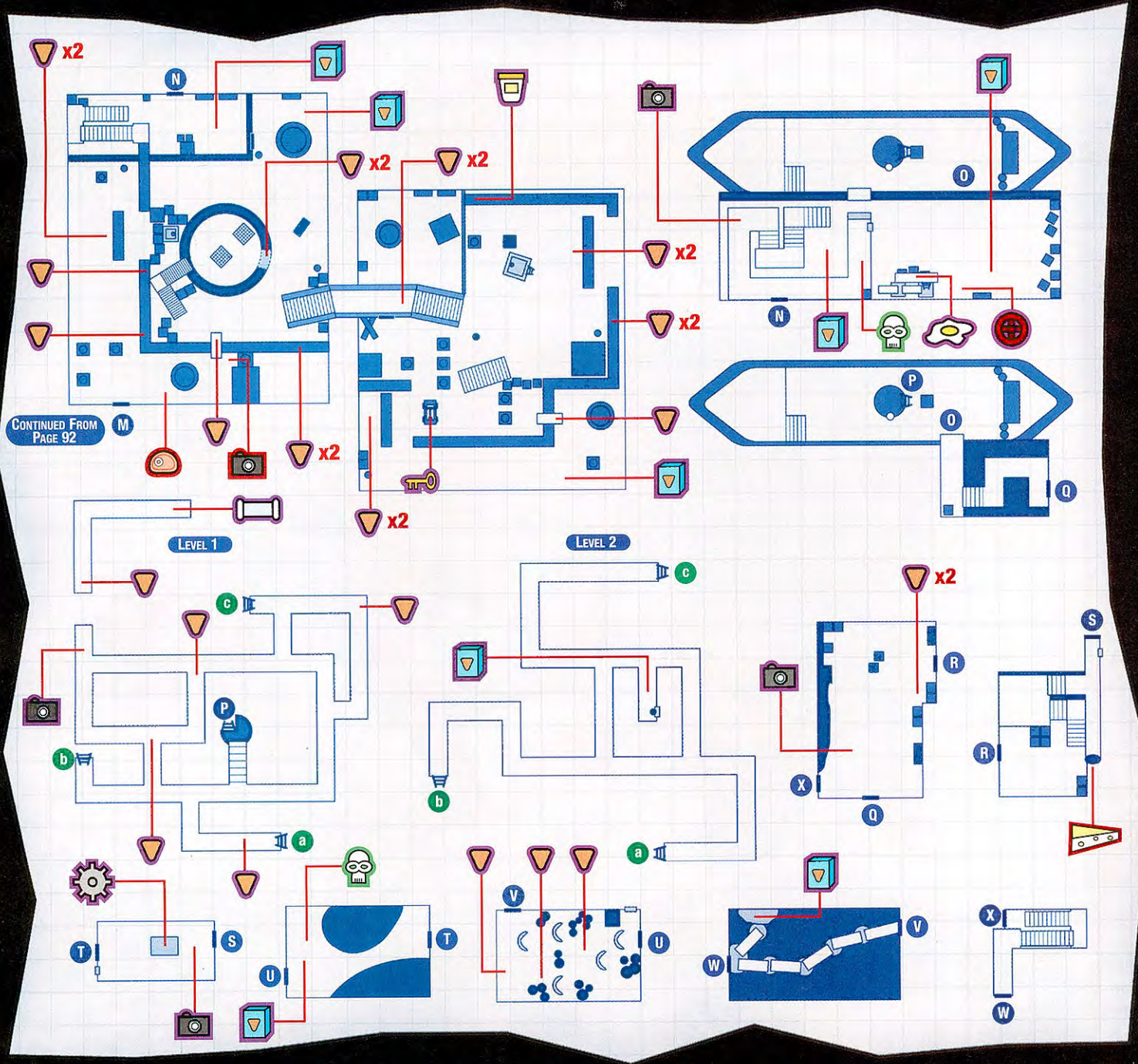
Mayhem at the Movies

The second episode is more interactive. Keep an eye out for buttons to press and levers to pull. When you reach the large studio in the middle of the level, push the set pieces around to create walkways.

Checklist

- ☐ Explore Studio A
- ☐ Open the Castle Gate
- ☐ Launch the Rocket
- ☐ Capture the Poltergeists
- ☐ Rescue Scooby
- ☐ Rescue Daphne
- ☐ Find Your Way to the Crane
- ☐ Find the Fuse and Gear
- ☐ Capture All Monsters in the Roman Set

CONTINUE ON PAGE 93



Movie-Doo! Scooby's Unleashed on the GBA

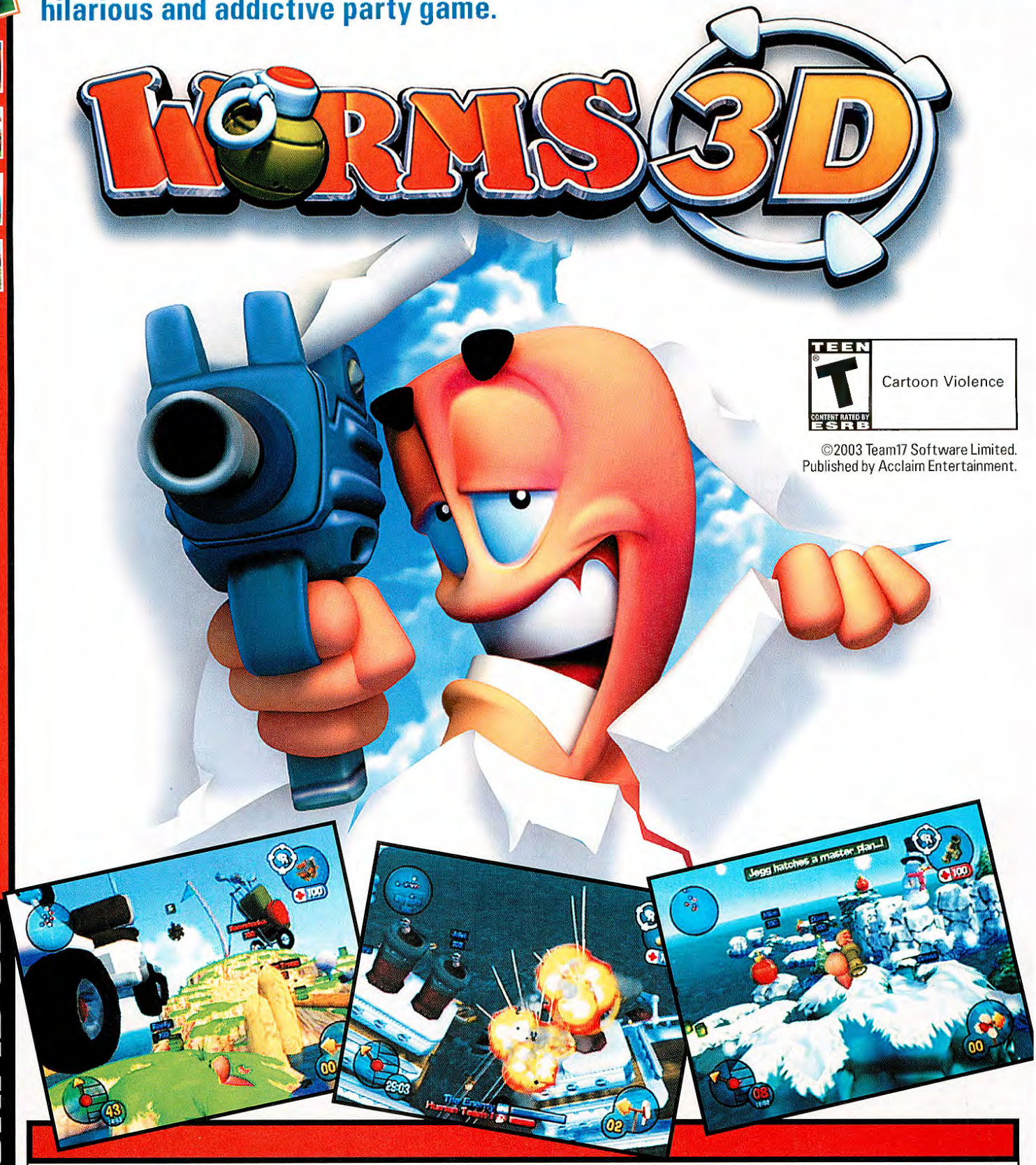
The whole Mystery, Inc. gang is on hand for Scooby-Doo 2: Monsters Unleashed on the GBA. When you watch the *Scooby-Doo!* movie sequel at the theater, stick around for the credits to learn a special GBA code.

Cracking the Case

The gang has solved mysteries at the library and the movie set, but the job is far from over. A few more criminals must be unmasked before Scooby and Shaggy can break for lunch. Their quest will take them to the Wild West, a bayou and a haunted laboratory. Do as you have been, exploring every corner and searching for movable objects. You'll crack the case in no time.

Warring annelids enter the third dimension in a GCN update of Team 17's hilarious and addictive party game.

WORMS 3D



TEEN
T
CONTENT RATED BY ESRB
Cartoon Violence

©2003 Team17 Software Limited.
Published by Acclaim Entertainment.

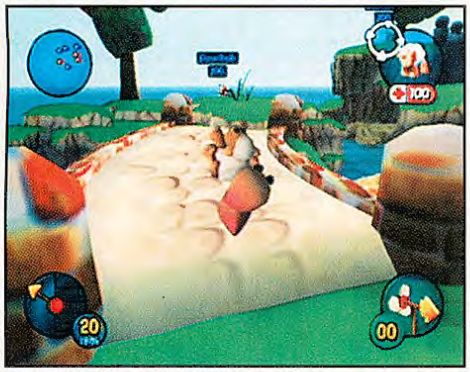
NO ORDINARY FISH BAIT

The Worms franchise is renowned as one of the greatest mutliplayer experiences in gaming. Up to four teams of tiny pink crawlers armed with a potpourri of crazy weapons duke it out on randomly genererated battlefields. Acclaim and Team 17 have joined forces to bring the turn-based hijinx to the Nintendo GameCube with new gadgets, an improved single-player mode and three-dimensional landscapes. Prepare for war on a (very) miniature scale.

WACKY WEAPONRY

Instead of focusing on complex resource management and overwhelming statistical analysis like other strategy games, Worms 3D rewards imaginative tactics and a willingness to experiment with its huge assortment of bizarre weapons. It takes a little while to get a handle on how everything works, but part of the hilarity comes from watching your friends' worms blow themselves up.

SHEEP



One of the series' greatest weapons is the exploding sheep. Press the A Button to release the animal, then press A again to detonate it. The hapless sheep will do its best to get past obstacles and jump over ravines, but it's more likely to reach your intended target if you set it on a clear path.

AIR STRIKE

The air strike's payload covers a large area, so you can often take out multiple worms by using the C Stick to guide the bombing run.

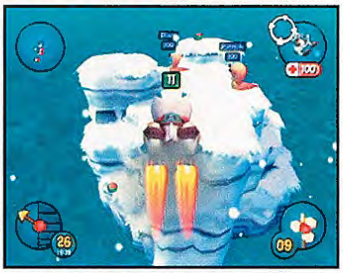
OLD WOMAN

Teach your opponents to respect the elderly. Drop the old woman on enemies below you to avoid being harmed by her massive blast.

BASEBALL BAT

Going, going, gone! To knock a nearby worm into the drink, pull out the baseball bat and do your best Barry Bonds impression.

JET PACK



The jet pack enables a worm to get airborne for a short time. Use it to move within striking distance of hard-to-reach foes.

CLUSTER BOMB

As with many projectile weapons, you can adjust the cluster bomb's trajectory with the Control Pad and shorten or lengthen its fuse by pressing the Z Button. When the bomb explodes, it showers the surrounding area with powerful cluster fragments, so your aim doesn't always have to be precise.

OTHER INSTRUMENTS OF WORM WARFARE

MULTIPLAYER STRATEGIES

Worms 3D is an absolute blast in multiplayer mode—the more people the better (and since the game is turn-based, you can pass around a single Controller). When you gather four friends around the TV and start chucking explosive livestock at each other, you're guaranteed to laugh out loud. Below are a few strategies to help you get the last chuckle.

SURVEY THE BATTLEFIELD

At the beginning of each turn, quickly analyze your surroundings and try to determine which weapon will allow you to wreak the most havoc. The best choice isn't always the most obvious, so be creative. Also, focus on the opposing worms that present the biggest threat. The best defense is a good offense.

TAKE THE HIGH GROUND

You'll have a better line of sight and be more difficult to hit from an elevated position. To bring down an enemy worm that's higher than yours, target it with a homing missile or call in an air strike.

CUSTOM SHOWDOWNS

There's a wealth of customization options in multiplayer mode. You can alter the number of worms on each team, add weapons to your arsenals and even reduce the effects of gravity. If you're feeling adventurous, spin the Wormpot to combine three options at random. No two battles will ever be the same.

CHALLENGE MODE

The objectives in the single-player Challenge mode vary from shooting targets to piloting parachutes and give you an opportunity to hone your skills beyond what you learn in the tutorial. You'll unlock new challenges by playing through the tutorial and completing missions in Campaign mode. Here are some pointers for the first two challenges.

SHOTGUN CHALLENGE 1

You have 60 seconds to hit as many targets as possible with your shotgun. Every hit adds seven seconds to the clock, so the key to earning a gold trophy is to knock down each target in less than seven seconds. Keep an eye on the radar to see where the next bull's-eye pops up.

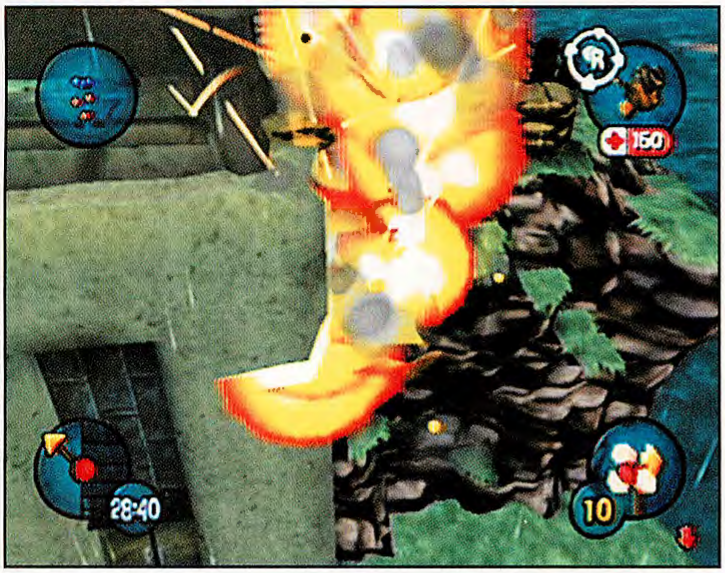
DEATHMATCH CHALLENGE 1

In Deathmatch Challenge 1, you'll be scored on how long it takes you to defeat the opposition. Use your jet packs to fly next to the enemy worms on the roof and the shark, then knock them into the water with a baseball bat or fire punch. Your worm atop the lighthouse should take care of the pair of enemies below.

CAMPAIGN MODE

The Campaign mode is the meat and potatoes of the single-player game. Each mission has a different objective, and you'll receive a trophy based on your completion time. By earning a gold trophy, you'll unlock a new weapons scheme, terrain type, piece of equipment, speech bank or Wormapedia entry. Kick off your quest for gold with strategies for the first three missions.

MISSION 1: D-DAY



Your first priority is to get your worms off the beach, where a single blast can send them into the water. Position a couple of worms on the tank and start launching mortars, grenades, homing missiles and air strikes. On the fourth turn, a crate containing four jet packs will fall from the sky. Grab it so you can fly to the top of the bunker and finish off the enemy survivors.

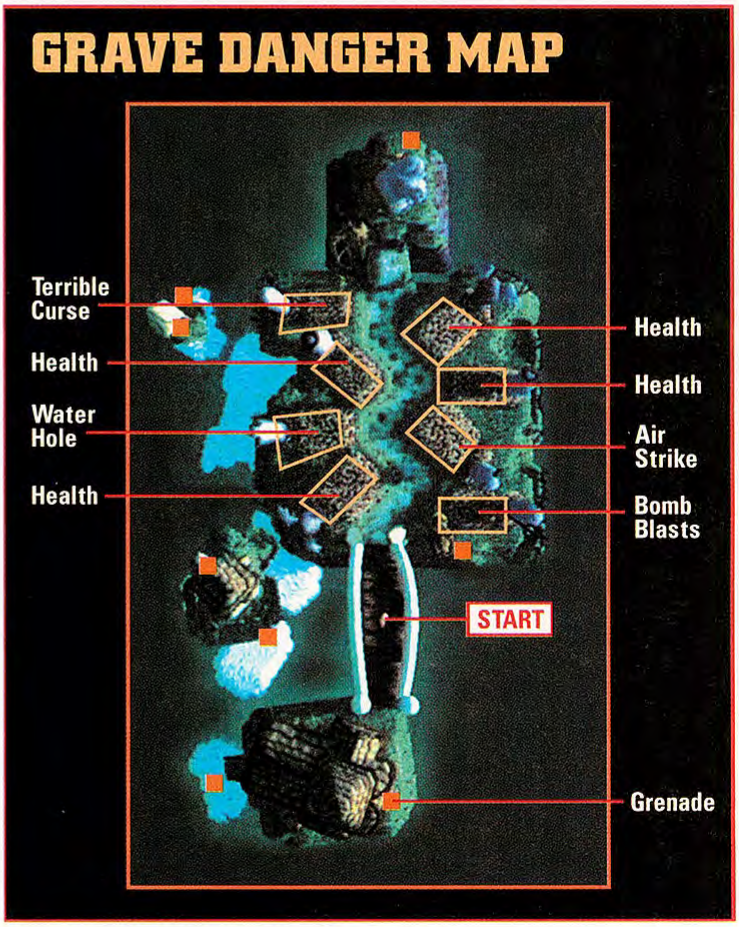
MISSION 2: CRATE BRITAIN

Make a beeline for the jet pack with Dave. Hurry across the first bridge, then double-jump over the gaps in the second bridge and unleash a fire punch to knock Boggy Pete over the fence and into the water. Do whatever you want with Patrick (we recommend fire-punching Alan into the drink). On Dave's second turn, double-jump to the nearby island and nab the jet pack, then fly to the special crate to complete the mission.

MISSION 3: GRAVE DANGER

Your goal in Mission 3 is to unearth all four health crates from the graves marked on the map below (the other graves contain danger). Pick up some grenades (indicated by the brown boxes on the map), set the fuse to five seconds, then drop the explosive on top of the grave and run away. When the smoke clears, drop into the hole and nab the crate.

GRAVE DANGER MAP

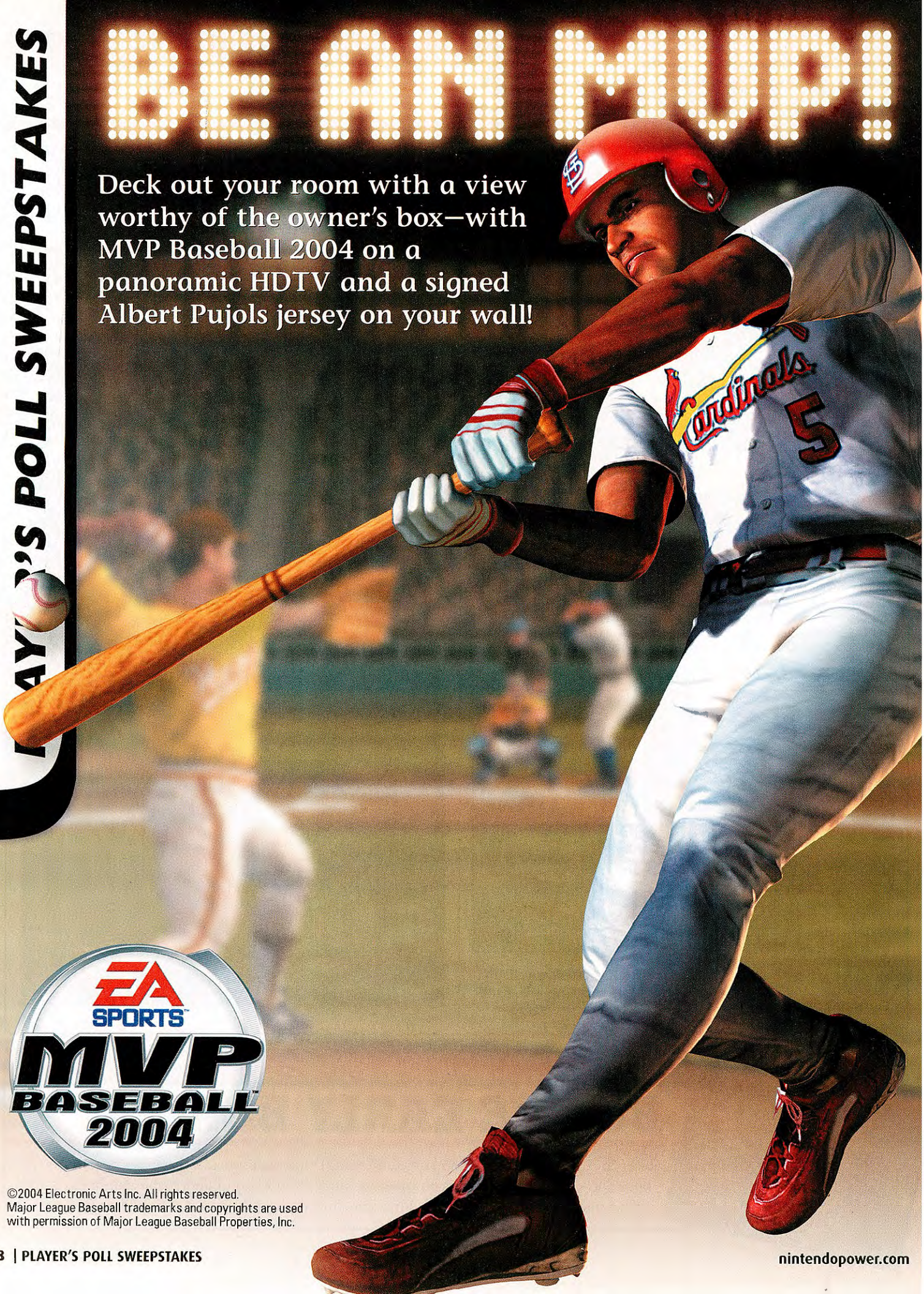


BE THE EARLY BIRD

Like ChuChu Rocket and Bomberman, Worms 3D has widespread appeal that can hook even your non-gaming friends. It's a bit complex, but it has the sort of undeniable charm you'd find in a game by masters like Shigeru Miyamoto and Yuji Naka. These worms will never turn.

BE AN MVP!

Deck out your room with a view worthy of the owner's box—with MVP Baseball 2004 on a panoramic HDTV and a signed Albert Pujols jersey on your wall!



EA SPORTS™ MVP BASEBALL 2004

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A. How old are you?
1. Under 6 2. 6-9 3. 10-12 4. 13-16 5. 17-24 6. 25 or older

B. Sex
1. Male 2. Female

C. Do you own a Nintendo GameCube?
1. Yes 2. No

D. What was your favorite Nintendo GameCube article in this issue?
1. Custom Robo
2. Harry Potter and the Prisoner of Azkaban
3. James Bond 007: Everything or Nothing
4. Metal Gear Solid: The Twin Snakes
5. MVP Baseball 2004
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7. Samurai Jack: The Shadow of Aku
8. Scooby-Doo!: Mystery Mayhem
9. Shrek 2
10. Worms 3D

E. Which of the following upcoming games do you most want to learn about? (Choose one only.)
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3. Mega Man X: Command Mission 4. Metroid Prime 2
5. Resident Evil 4 6. Spider-Man 2
7. StarCraft: Ghost 8. Star Fox
9. Tales of Symphonia 10. X-Men Legends

F. Have you ever used a playable demo disc for any game console?
1. Yes 2. No

G. What is your favorite activity on Internet gaming sites?
1. Reading game reviews 2. Getting game news 3. Watching game videos
4. Playing minigames 5. Responding to surveys 6. Studying game strategy
7. Chatting with gamers

H. What is the best source for game strategy?
1. Player's guides 2. Official game sites 3. Internet fan sites
4. Game magazines 5. Friends

I. How often do you use printed strategy while playing games?
1. Always 2. Often 3. Occasionally
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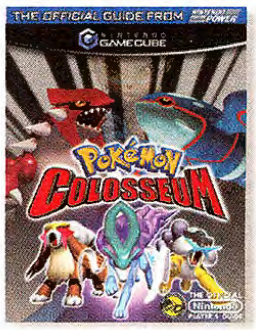

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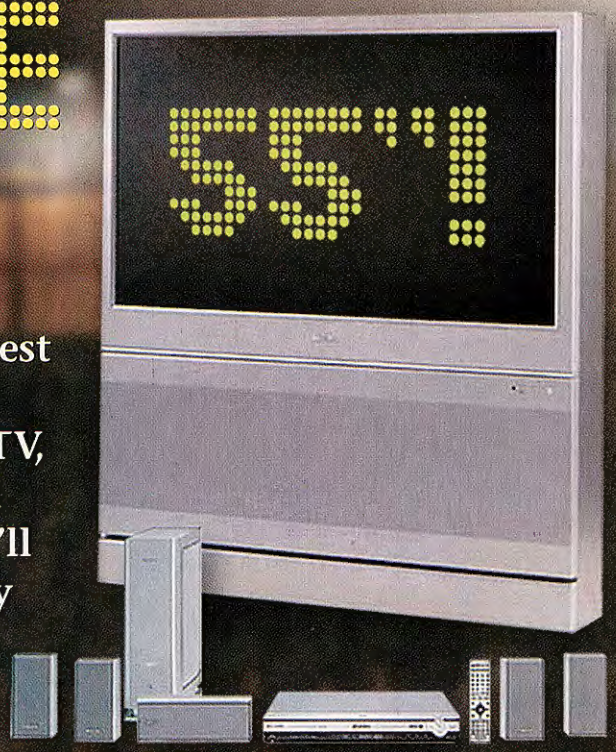

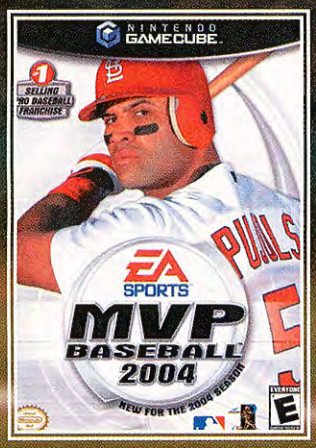

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Pokécenter

The highly anticipated Pokémon Colosseum and the most scandalous TCG expansion ever—both released in the same month? It's a great time to be a Pokémon fan.

BOILING POINT

The first four EX expansions have introduced so many valuable Pokémon cards that it was only a matter of time before Team Magma and Team Aqua showed up to take over. On March 15, they succeeded in breaking their way into TCG, and civilized card games are already being overrun by the EX Team Magma vs. Team Aqua expansion. As they say, if you can't beat 'em, join 'em. To help you assess your risk, we're exposing the dirty tricks, black-market gadgets and brutal Pokémon that the teams are bringing to the table. Though some new cards aren't directly connected to one team or the other (such as the latest wave of Pokémon-ex—see Entei ex on page 101), most of them are inextricably tied to Team Magma or Team Aqua.

Team Magma

Both teams put their stamps on everything, from their Pokémon to gear that works only for their members, which results in powerful synergies. For example, Team Magma's Groudon is vastly more powerful than a typical Groudon, but it can't attack unless there are at least four Team Magma Pokémon in play. If you want to join their fiery crew, the quickest way is to grab the Team Magma preconstructed deck, though you'll find some of the team's most powerful Pokémon and Trainer cards in the EX Team Magma vs. Team Aqua booster packs.

TEAM MAGMA'S Torkoal
80 HP
BASIC
Magma Burn 10
Discard the top card from your opponent's deck, and flip a coin. If tails, discard a Energy attached to Team Magma's Torkoal.
Hot Air 30
Discard a Energy attached to Team Magma's Torkoal, and your opponent switches the Defending Pokémon with 1 of his or her Benched Pokémon, if any.

TRAINER
Team Magma Schemer
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Discard any 1 Pokémon from your hand. Then draw 3 cards. If you discarded a Pokémon with Team Magma in its name, draw 4 cards instead.

TRAINER
Team Magma Technical Machine 01
Attach this card to 1 of your Pokémon that has Team Magma in its name. That Pokémon may use this card's attack instead of its own. At the end of your turn, discard Team Magma Technical Machine 01.
Crushing Magma 10
Choose an Energy card attached to the Defending Pokémon and put that card at the bottom of your opponent's deck.

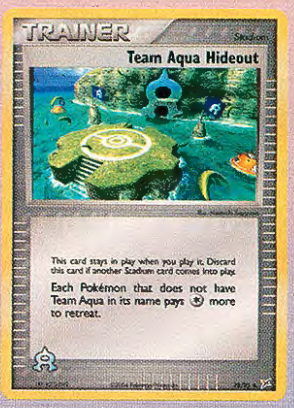
Cards such as Team Magma's Torkoal, Team Magma Schemer and Team Magma Technical Machine 01 are all part of a powerful scheme to draw strength from teamwork.

Team Aqua

Both teams like to roll out a new kind of Pokémon card in the EX series—dual-types with an added Darkness-type. Many of Team Aqua's Pokémon, for instance, are Water-and-Darkness types, which have two benefits. They'll have more opportunities for delivering weakness-related double damage, and they can pump up their damage even more with Darkness Energy cards. Play with the Team Aqua preconstructed deck if you want to exploit the team's aquatic synergies; break open boosters to tap into fathomless power.

TEAM AQUA'S Walrein
120 HP
STAGE 2
Power Blow 10+
Does 10 damage plus 10 more damage for each Energy attached to Team Aqua's Walrein.
Hydro Reverse 50+
You may return any number of basic Energy cards attached to all of your Pokémon to your hand. If you do, this attack does 50 damage plus 10 more damage for each Energy you returned.

TRAINER
Team Aqua Conspirator
You can play only one Supporter card each turn. When you play this card, put it next to your Active Pokémon. When your turn ends, discard this card.
Search your deck for up to 2 in any combination of Basic Pokémon with Team Aqua in its name and basic Energy cards, show them to your opponent, and put them into your hand. Shuffle your deck afterward.


TRAINER
Team Aqua Hideout
This card stays in play when you play it. Discard this card if another Stadium card comes into play.
Each Pokémon that does not have Team Aqua in its name pays more to retreat.

With Team Aqua's Walrein, Team Aqua Conspirator and Team Aqua Hideout in your hand, you can hit your foe with a synergistic tsunami before he can even reach for a life preserver.

CARD COLOSSEUM

To demonstrate the brutal power that you'll possess if you let EX Team Magma vs. Team Aqua seize control of your collection, we're letting Team Magma commandeer Card Colosseum this month. It'll prove why one more feature of the expansion—evolution restrictions—is worth the commitment. Team Magma's Numel, for instance, won't evolve into a normal Camerupt, and a regular Numel can't evolve into Team Magma's Camerupt. You can use only a team's own Basic Pokémon, plus its Stage 1 and Stage 2 cards in evolutions. Perhaps our Volcanic Payback deck will convince you.

DECK NAME: *VOLCANIC PAYBACK*

TAUNT: *"SEE WHAT HAPPENS WHEN YOU MESS WITH MAGMA?"*

- 4x TEAM MAGMA'S ZANGOOSE #23
- 2x TEAM MAGMA'S GROUDON #9
- 2x ENTEI EX #91
- 4x TEAM MAGMA'S BALTOY #61
- 2x TEAM MAGMA'S CLAYDOL #33
- 4x TEAM MAGMA'S NUMEL #64
- 2x TEAM MAGMA'S CAMERUPT #19
- 2x TEAM MAGMA HIDEOUT #83
- 2x MAXIE #73
- 4x POTION #91
- 4x BUFFER PIECE #83
- 4x MR. BRINEY'S COMPASSION #87
- 12x FIRE ENERGY
- 12x FIGHTING ENERGY

You can pull any Basic Pokémon from your deck if it has Team Magma in its name by using TMZ's Call for Family move. Gang up on your foe fast.

Team Magma's Baltoy can use Night Attack to put one damage counter on any any of your foe's Pokémon automatically.

Team Magma's Numel can use Collect to let you draw a card, a useful strategy when trying to assemble your team in a hurry.

Team Magma Hideout causes non-Magma Basic Pokémon to suffer 10 damage when they first hit the playing field.

Maxie lets you plunder your deck or discard pile for any Team Magma Pokémon and play it as a Basic Pokémon, even if it's a Stage 1 or 2 card—no evolution required!

The Buffer Piece prevents 20 damage, and MBC lets you return a Pokémon and its attached cards to your hand. They're essential EX Dragon cards for any deck.

TEAM MAGMA'S GROUDON #9

Team Magma's Groudon can't attack unless four or more Team Magma Pokémon are in play. Flood the Bench with them, then unleash the Pokémon.

Its Pulverize attack normally does 50 damage but inflicts 70 damage when the Defending Pokémon has at least 20 damage already.

Entei ex
100 HP
Searing Flame 10
Flip a coin. If heads, the Defending Pokémon is now Burned.
Bright Flame 90
Discard 2 Energy attached to Entei ex.

ENTEI EX #91

Though Entei ex is among the new cards that aren't allied with either team, the Fire-type works well in a strategy based on Team Magma cards.

Entei ex's Bright Flame does 90 damage but makes Entei ex discard two Energy cards. You'll need a way to recoup discarded energy (see below).

TEAM MAGMA'S CLAYDOL #33

Team Magma's Claydol can allocate two damage counters to your foe's Pokémon (Benched or otherwise) with Clay Curse.

Clay Curse aids Clay Pulse, which causes 50 damage plus 10 more to already-damaged Benched Pokémon on your foe's side.

TEAM MAGMA'S CAMERUPT #19

Team Magma's Camerupt can fuel up with Overheat Poké-Power, which taps discards for energy (and self-inflicts 20 damage).

Its 50-damage Flame Ball has an interesting secondary effect: you can transfer one Fire Energy to one of your Benched Pokémon.

Card Key

- EX Ruby & Sapphire
- EX Dragon
- EX Team Magma vs. Team Aqua

Send your deck strategies to pokécenter@nintendopower.com!

1. Use 60 cards to build your deck. You can't use more than four cards that have the same name—even if they have different art or powers.
2. Balance your deck. If you're new to deck-building, use a traditional balance: 20-26 Pokémon cards, 10-16 Trainer cards and 24-28 Energy cards.
3. Name your deck. Whether you call your deck something funny or frightening, make the name sum up the deck's strategy.
4. Create a taunt (optional). It's immature, but we like to get in our opponent's face each time our deck wins a battle.

Inaugural Challenge

Level 50: Single Battle

Pokémon Colosseum's Battle mode is making Trainer skirmishes more intense than ever. With teams from Pokémon Ruby and Pokémon Sapphire joining in via connectivity, there's no better time to feature reader-submitted teams. Every month, we'll take a reader's crew into a battle to show you why it's such a crafty team. Geffrey H. from Canada e-mailed us his seemingly impervious posse that covers its bases offensively and defensively, and we challenged it with one of our own fave teams—one that uses diabolical combos!

TRAINER GEFFREY'S POKéMON

STARMIE LEVEL 50
Type: Water-Psychic
Ability: Natural Cure
Held Item: King's Rock
Moves:
•Surf •Recover
•Light Screen •Psychic

SWAMPERT LEVEL 50
Type: Water-Ground
Ability: Torrent
Held Item: Leftovers
Moves:
•Brick Break •Earthquake
•Muddy Water •Ice Beam

BLAZIKEN LEVEL 50
Type: Fire-Fighting
Ability: Blaze
Held Item: Sitrus Berry
Moves:
•Fire Blast •Earthquake
•Sky Uppercut •Hidden Power

LATIAS LEVEL 50
Type: Dragon-Psychic
Ability: Levitate
Held Item: Lum Berry
Moves:
•Dragon Claw •Reflect
•Calm Mind •Recover

METAGROSS LEVEL 50
Type: Steel-Psychic
Ability: Clear Body
Held Item: Shell Bell
Moves:
•Psychic •Shadow Ball
•Meteor Mash •Sludge Bomb

REGICE LEVEL 50
Type: Ice
Ability: Clear Body
Held Item: Chesto Berry
Moves:
•Ice Beam •Rest
•Toxic •Thunderbolt

LET THE FIGHT BEGIN!

We tried our best to take down Geffrey's team in a Single Battle, in which both Trainers must throw three Pokémon into battle.

Our Cradily and Geffrey's Latias hit the field first. Cradily spewed forth with Toxic, which inflicts ever-increasing amounts of damage.

Geffrey's Latias shrugged off the poison condition, because it was holding a Lum Berry, which cures any status condition once.

Cradily hit Latias with another Toxic then swapped out with Wobbuffet on the next turn. Wobbuffet used its Encore move, and luckily . . .

. . . Geffrey's Latias used Recover; and Encore forced it to use the move turn after turn. Soon Toxic's damage grew so strong that Latias was overcome.

Geffrey's Metagross lumbered out. Wobbuffet's Counter or Mirror Coat could cause a KO backlash with damage doubled from Metagross's hit . . .

. . . if it used a physical or special attack, respectively. Geffrey's well-balanced Metagross could use both kinds of attacks, however.

Metagross soon KO'd our Wobbuffet because our gamble failed every time. We pitched out Vigoroth; Geffrey's Swampert swapped into battle.

As Geffrey's Swampert broke down our Vigoroth using its Brick Break, it was falling into our trap. Our Vigoroth uses the Endure-Reversal combo. We began with Endure so Swampert's next attack would leave Vigoroth with one HP instead of a final KO. Our follow-up, Reversal, would base its damage on how low Vigoroth's HP was. Unfortunately, Swampert used its Muddy Water attack . . .

. . . instead of Brick Break. Vigoroth lost all but one hit point plus suffered Accuracy drop—so its Reversal failed to hit! Swampert quickly KO'd it.

We had to put Cradily back in play. Swampert's Earthquake wasn't as effective against our Rock-and-Grass-type's latter type . . .

. . . so Geffrey's Swampert maximized its damage by hitting with Ice Beam instead. The Ice-type damage obliterates Grass-type Pokémon!

The Final Verdict

Though our team could pull off a few flashy combos, Geffrey's is based on battle fundamentals: a good diversity of Pokémon types for defense and attack types for offense. Kudos to Geffrey!

SEND IN YOUR SINGLE AND DOUBLE BATTLE TEAMS!

Send e-mail to
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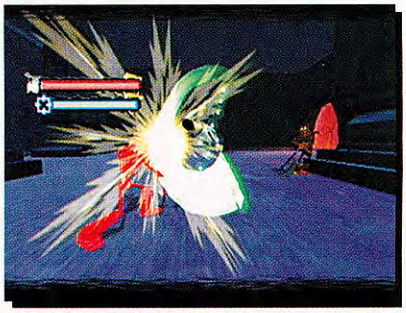
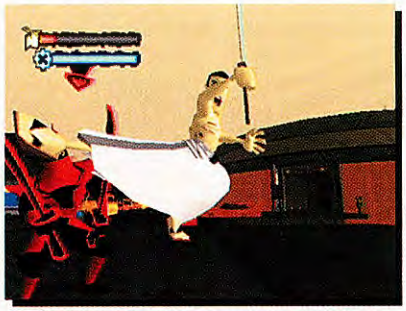
SEGA CAPTURES THE STYLE, ACTION AND HUMOR OF THE SAMURAI JACK FRANCHISE IN THE SHADOW OF AKU FOR GCN.

FOUR UNIQUE REALMS; 24 LEVELS IN ALL



SAKAI MODE (SLOW-MOTION ACTION)



25 SIGNATURE COMBO MOVES

LOOK! A LI'L MAN WEARIN' A DRESS

In Amaze's latest, based on the hit Cartoon Network series, the evil wizard Aku throws a lone samurai warrior into a time portal to the future. Dubbed "Jack" by the locals, the samurai must find the portal back to his time to save his people from Aku. The game features voice talent, music and art from the TV series, creating a seamless connection between the cartoon and game worlds.

PATH OF THE SAMURAI

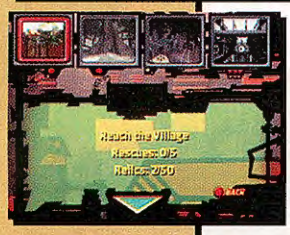
Samurai Jack appears in a strange place and time after being tossed into the future by Aku. Even in the future, the evil wizard is up to no good—he's imprisoning the locals. Jack's skill as a warrior will be tested as he battles to defeat Aku's minions and free the captives.

MASTERS' LESSONS

Samurai Jack's ancestors hid ancient scrolls throughout the land to aid the samurai in his quest. The scrolls are atop pedestals—stand next to one and press A to reveal the wisdom and insight the scroll contains. When you encounter an item for the first time, such as the scroll near point 1, a tip will appear.

ANCESTRAL RELICS

Glowing relics are scattered throughout each area of the four realms. Some are out in the open and along the paths, while others are hidden behind walls or in caves. Consult the map to locate the hidden relics—rotate the camera with the C Stick to search high and low.

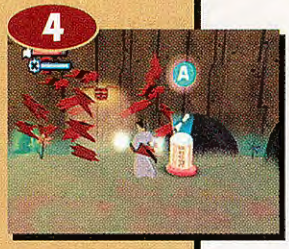


You can exchange relics at shrines in the villages to upgrade Jack's attack, health or Zen through meditation. Press Down on the Control Pad to check how many relics you've found in your current location—the icon will appear in the screen's upper-right corner. Press Start and select Stats to view how many relics you need to get 100% completion.

THE ART OF WAR

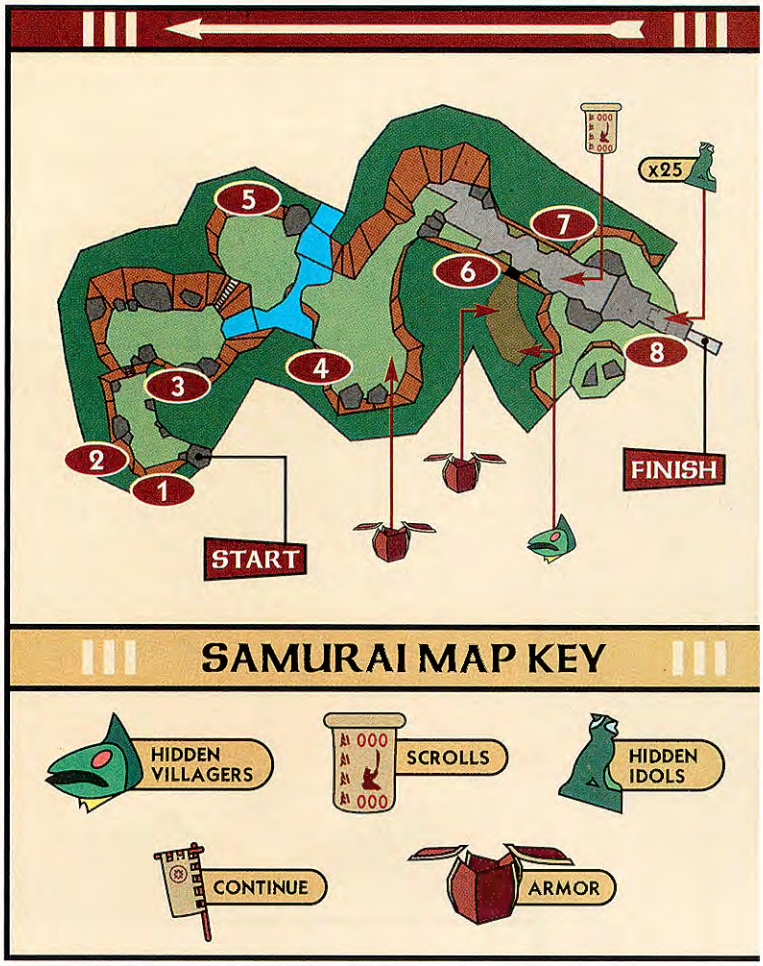
Learning which moves to use in each situation is crucial to your success—when you become surrounded by Aku's minions, use combo attacks to strike in multiple directions. Tap A once to swing from left to right. Hit X to unleash a powerful overhead slash. Hit A or X in rapid succession to perform lightning-quick combos.

A well-disciplined samurai knows when it's wiser to stand back and block than to rush in and strike. Press L to block an attack after you perform a combo, or to ricochet a projectile back at your foe. If you find yourself in a real jam, hold L to block attacks and press B and a direction on the Control Stick to dodge backward, forward or to the side.

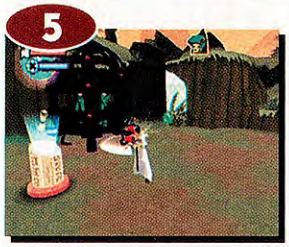


HIDDEN TREASURES

Look for crates lying around—there's a good chance that armor or health-restoring sushi will be inside. Use your sword to break open the crates when you're in need of a little nourishment or some additional protection. There are several levels of armor, all of which will be destroyed after you take a few hits.



SAMURAI MAP KEY



JACK TO THE RESCUE

Although your overall goal is to find the time portal back home, you must also free the villagers Aku has locked up. When you locate a cell, hit the red lock with your sword to free the prisoners. Check the map above as well as the Stats menu to find all the hidden captives.

For every 30 villagers you free, you'll be rewarded with Blade Magic. You'll receive the Flame Blade first, then Crystal then Electric. Each elemental blade will increase your damage to certain enemies by 25%—experiment to discover your foes' weaknesses. Blade Magic also enhances other weapons. Keep an eye on your Zen meter—Blade Magic uses up Zen, which you need for your Sakai attack. Rescue all 120 villagers for a real treat!

AKU'S TRAPS AND HAZARDS

As if an android army weren't enough, Aku has rigged each area with traps and hazards. In the first area, statues spew flames across the path. Dash between the statues when the flames subside, or tap B twice to perform a double jump over them. You can also bypass the gauntlet via the overhead ledge. Free the prisoner in the hidden cave between the statues.

ANCIENT SECRETS

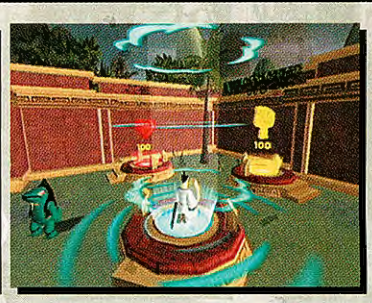
Hidden throughout the world, you'll find 25 ancient combo scrolls that will teach you powerful combo moves. When you grab a glowing combo scroll, Jack will automatically learn its move. For instance, after you find the first combo scroll, hold L and press A, X, A, X to perform the Barrel Roll.

RELICS IN RUINS

Some of the most valuable relics are hidden behind cracked walls and in small nooks. You'll need a keen eye to find every relic. Look for walls on which a faint green light peeks through a hairline fracture, such as the one at point 8. Strike weakened walls to reveal relics and other treasures.

REACH THE VILLAGE

When you reach the first village, the locals will ask you to free their kin and their king from Aku. Talk to all the villagers and replenish your health and armor with items from crates. Use the relics you collected on your way to the village to meditate at the damage, health or Zen shrine before you enter the next area.

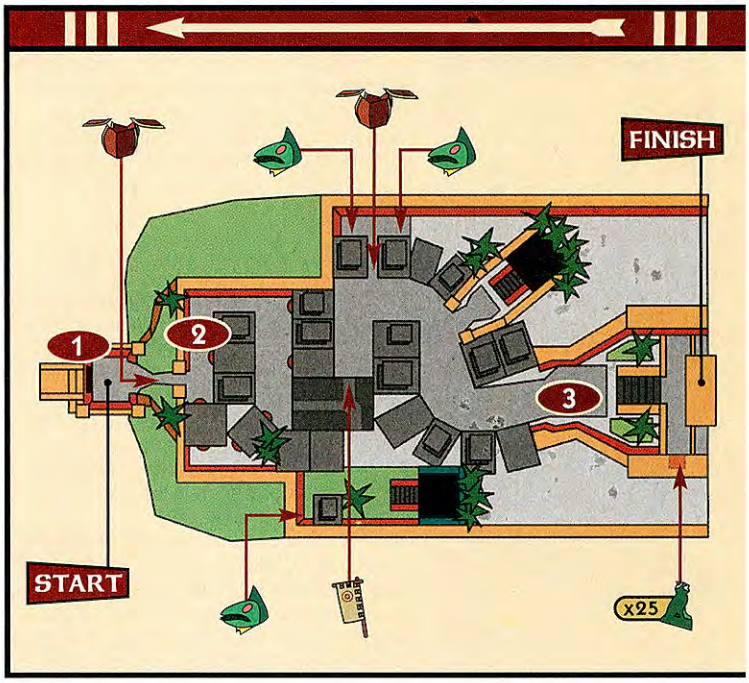


FOWL PLAY

Tormenting chickens is always a fun pastime! Strike one of the village's chickens (it's easiest if you trap one in a corner) for a humorous reaction. Swing at the cornered fowl until you hit it, but be prepared to flee. After you hit a chicken, it will grow to 10 times its normal size and chase you!

RESCUE THE KING

Your first quest in the strange land is to free the village's king from Aku's treacherous clutches. Enter a door on the western side of the village. Its banner reads "Rescue the King." The area you will enter has new enemies and weapons—explore and practice your samurai moves.



SAMURAI SNIPER

When you enter the first area, you'll find a scroll surrounded by little Aku statues. Break the statues with your sword to find new ammo—throwing stars or arrows. Arrows are more powerful than throwing stars but a bit slower. Press Z to aim the arrow, then A to fire. Attack from range to destroy the foes who have barriers.

RIGHT BACK AT YA

Some enemies will stand back and fire sharp projectiles or explosives at you. When you encounter enemies that use ranged attacks, press L to block and deflect the incoming attack back at the enemy. (There are a few ranged attacks you can't block, however.) Use the C Stick to rotate 360 degrees while blocking.

SAVE THE KING!

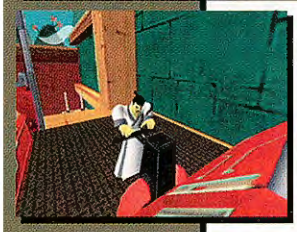
Aku's guardian robots are holding the king prisoner in his own throne room. When you find the large golden door, attack the robots on either side with throwing stars or arrows—they have powerful force fields that will give Jack a serious shock if he touches them. After you defeat the robots, the throne room will open.

THE BURNING BUILDING

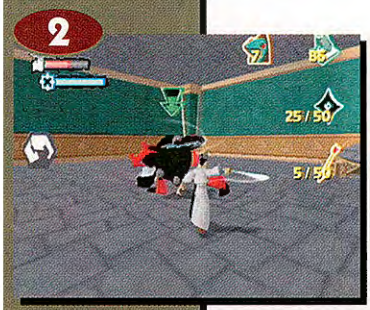
Aku's drones have set fire to part of the village, and some of the locals are trapped! Free them, and pick up a new combo move in the area. Fire will harm even the toughest samurai, so watch your step—new enemies and challenges await.

STRIKE THE FALLEN

The scarablike robots have heavily armored bodies—their only weak spot is their underside. When the insect robots stand on their hind legs to attack, knock them on their backs with a quick blow—a jump attack works best (hit B twice then A or X to strike). Take them out quickly, or they'll charge you.



Ascend the two ladders and hit the switch on the platform at the top to unlock the door below. Avoid dropping to lower levels—you'll suffer damage from the fall. When you approach stairs, you can press B to slide down them quickly.



BLADE DANCER

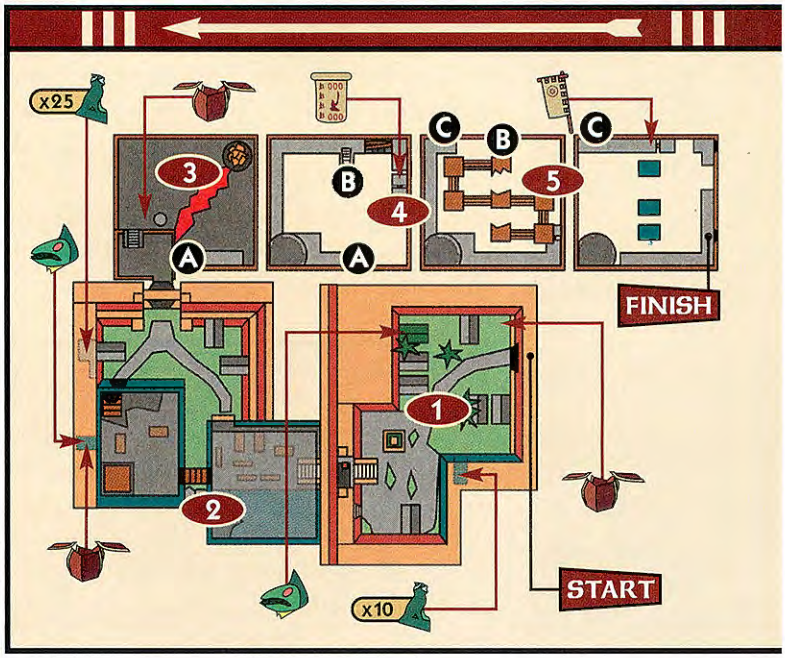
Work your way left through the courtyard and enter the building at point 2. Step on the elevator in the corner of the room and ride it up. On the upper floor, cross the bridge to find a large robot. Defeat the robot to obtain a key. The robot's weak spot is its back—circle around your foe until you have an opening to strike.

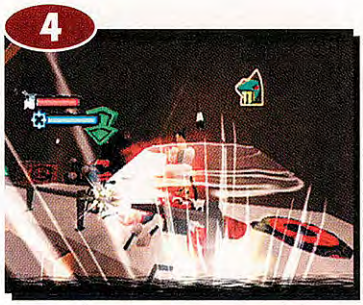
FIERY ASCENSION

The central building is filled with flames and lava. Watch your step as you climb to the top, or you'll be one well-done samurai. Perform double jumps to cross the large gaps between the platforms. Keep your eyes peeled for ranged assaults—block them before you jump, or you'll face a long fall.

DESTROY THE STATUE

Aku's mind-control tower is being erected in the center of town. Jack must save the locals from becoming Aku's slaves. The villain's robot minions guard the statue area. Defeat them, sever the tower's three support ropes to topple it, then hop onto the platform beneath it.



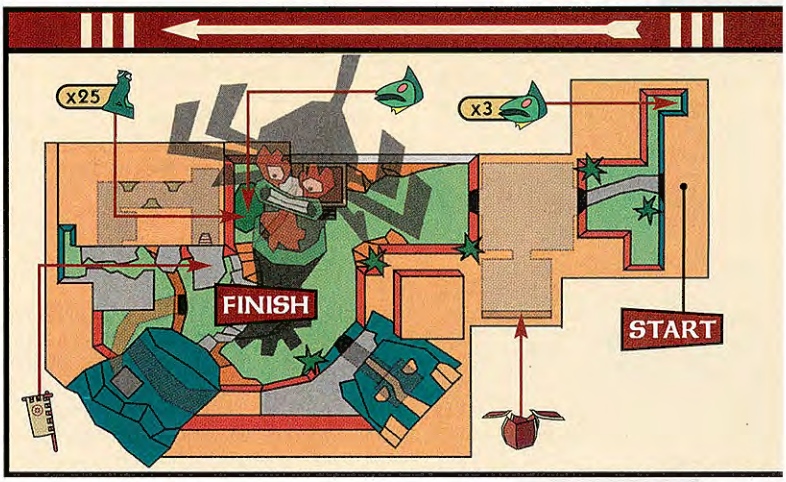


WINDMILL FURY

The Windmill combo scroll lies on the second level near point 4. Before you climb the first ladder in the central room, cross the pipe to the left to reach the combo scroll. To perform Windmill, hold L and press A, X, X, A. The spinning combo is especially useful when you're surrounded by enemies.

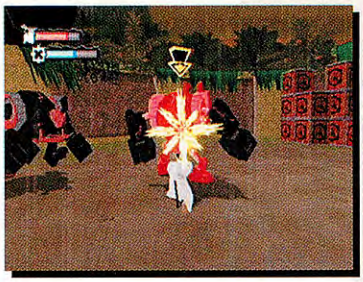
SCAFFOLD SKIRMISH

After you climb to the top of the last ladder, use your bow and arrows to take out the enemies on the scaffolding. If the robots hit you while you're inching across the narrow paths, they will knock you off. Push a switch to extinguish the fire on the path, then jump across the swinging platforms. Ride the elevator on the right, then flip the switch to free the trapped villagers.



FREE THE PRIEST

The king suspects that the village priest may know where Aku's time portal is, but the priest is nowhere to be found. Jack's final task in the first realm is to free the priest from two of Aku's giant robots. When the robots lunge and swing their fists, circle around behind them and strike their backs.



FOREST GROVE

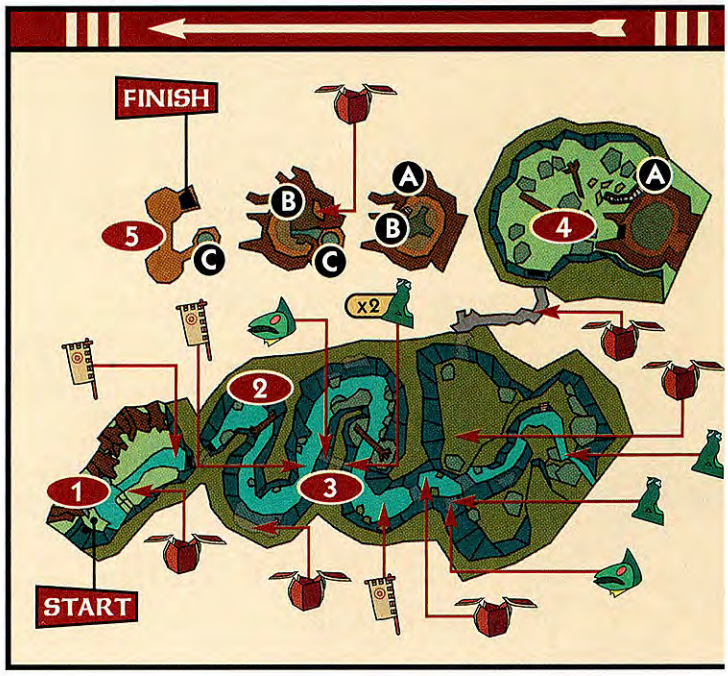
After you free the first realm, the king and the priest will open a forest grove path, where Jack must seek the wise tree spirit. Trouble is brewing in the forest, however. Aku's minions are burning the forest and imprisoning its inhabitants. Jack will face new robots and the tree spirit's guardians in his search for the spirit.

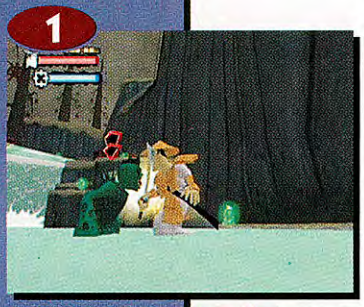
NICE HAT, JACK!

With a little time and patience, you can catch a glimpse of Jack's softer side. Let Jack stand in the forest village area for few minutes—don't touch the Controller. Jack will kneel, pick some grass and weave himself the straw hat he wears in the cartoon. You can fight with the hat on until you're hit.

BREAK THE SIEGE

As if Jack didn't already have his hands full with Aku's robot army.... With the tree spirit's home going up in smoke, his forest guardians are up in arms and will attack all who enter the tree fort—including well-meaning warriors.





FEISTY FAUNA

Many of the forest's pools are inhabited by fierce fishmen who will attack anyone who upsets the water (they can't hit you on land). When they surface, dodge their water strikes. Don't run from the fishy foes—they'll submerge and hit you from below. Follow the river and defeat the enemies to get a key.

Aku has deployed a few new robots in the forest grove, one of which is a massive bee-like brute. The large drones are slow, but they shoot highly explosive projectiles that really sting if they hit you. When you encounter one or more of the bee bots, press L to deflect their fireball attacks right back at them.

RAVINE AMBUSH

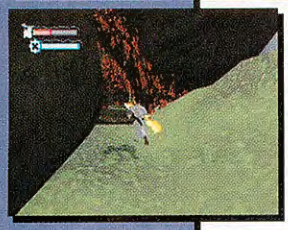
A river cuts through the forest wall, creating a deep ravine. The rock cliffs on either side of the river provide a perfect hiding spot for enemies. Press L to block attacks from above, and use the C Stick to look up. Double-jump onto the stumps, logs and cliffs where the enemies are perched, and finish them off.

RIVERSIDE SECRETS

There are two secret places along the river. Break the wall at point 3 to reveal a shortcut. Inside the passage you'll find a few relics and a prisoner. Walk through the narrow passage to the other side, then follow the right wall downriver to find a second cracked wall—inside are another prisoner and a relic.

BOULDER ALLEY

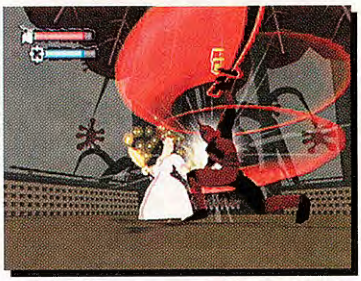
Defeat the enemies to get a key, then enter the cave at the river's mouth. Run through the cavern to a large wooded area with a tree fort in the center. Maneuver your way through the gauntlet of bee bots, rolling boulders (they roll along a set path) and spiked hills to reach the tree fort's front door.



The tree fort's front door is locked. To open it, enter the room at the right side of the fort's base and activate a switch inside. A handful of fishmen live in the murky pool that lies between you and the small room where the switch is. Defeat the aquatic foes and the bee bots that guard the switch room. Hit the switch then enter the fort.

TREETOP TANGLE

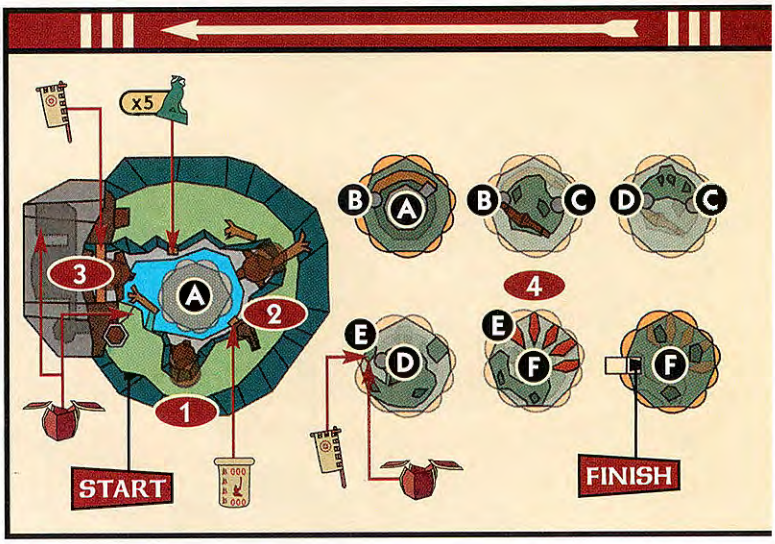
You've made it into the tree fort at last, but don't rest yet—even more of Aku's robots await you inside. Leap and climb to the top of the tree fort's interior, destroying any enemies that lie in your path. Hop onto the circular platform—you'll be lifted to the tree fort's topmost area.

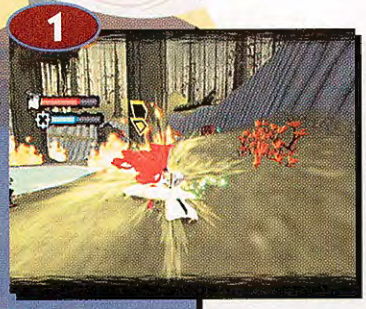


A horde of bee bots will greet you as soon as you step off the lift. Deflect their attacks then approach the last platform. A formidable red warrior guards the area's exit. It's quick and has strong attacks—block and dodge when it lunges at you. Use your samurai skills—Sakai mode, combo moves and jump attacks—to claim victory.

THE GREENHOUSE

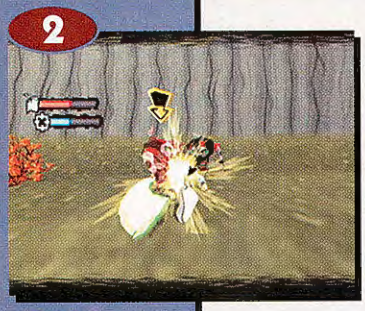
Aku's minions have taken over the tree folk's greenhouse—without it, their livelihood is in danger. The greenhouse and its surrounding areas are swarming with robots and aggressive forest guardians. Meditate at the shrines and heal before you enter.





BLAZING BEE BOTS!

Some of the greenhouse bee bots have a new weapon—dual flamethrowers. There's a way to attack the fire-spewing insect safely—press R to enter Sakai mode, then quickly get beside them. Perform a double jump and press A or X to take out the hotheads in one hit. Regular bee bots are also present.

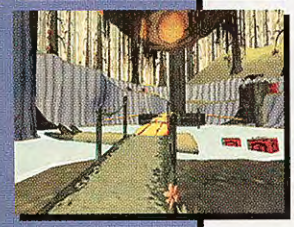


COBRA CHOP DROP

Free the slaves in the cage on the tree stump near point 2. A combo scroll is hidden on a small ledge below the cage. Carefully drop behind the cage to land on the ledge, and grab the scroll to learn the Cobra Chop combo. Hold L and press X, X, X, X to perform the devastating move.

CAPTURE THE BRIDGE

Cut a swath through the enemies as you climb the hill that leads to the wooden bridge. When you reach the bridge, use your bow and arrow to take out the enemies on the other side, or they'll pummel you with a barrage of ranged attacks as you cross.



Cross the bridge and enter the building on the other side. Defeat the robots in the building to earn a key—you'll face both bee bot types and a giant robot. Place the key in the lock to open the giant dome in the center of the area, then exit the building and take the elevator down. Cross the yellow walkway and activate the switch on the lift to enter the dome.

INTO THE FRAY

The greenhouse dome is swarming with forest guardians who aren't about to give Jack a warm welcome. The scrawny brown critters are tricky—they spin and burrow when you get near them. Watch your step around the poison plants—use arrows or throwing stars to take them out. Ride the three lifts up, activate the two switches, then defeat the three red warriors.

WOT?! IS THAT ALL YUH'VE GOT!

There's no rest for a samurai warrior on a mission. You've still got the forest to save and two more realms to explore! The tree spirit and a mean boss await you in the final areas of the forest grove. Visit nintendo.com to check out a video clip of Jack unleashing a tornado of samurai fury on Aku's henchman, the Foreman. Watch and learn!

SHONEN JUMP'S

Yu-Gi-Oh! World Championship Tournament 2004

EVERYONE E CONTENT RATED BY ESRB

Mild Fantasy Violence

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KONAMI'S LATEST YU-GI-OH! GBA GAME IS YOUR KEY TO TOURNAMENT VICTORY!

Konami's fifth Yu-Gi-Oh! game for GBA, Yu-Gi-Oh! World Championship Tournament 2004, is the official software of the 2004 Yu-Gi-Oh! World Championship, and the most challenging game in the series. Adding to the excitement are many popular duelists and official cards from the *Yu-Gi-Oh!* TV series and comic books, enhanced duelist AI and the ability to create three full decks. Duel your way to the top by challenging over 25 characters and constructing personalized decks from more than 1,100 cards—100 of which are new.

KNOW YOUR CARD CLASSES

A deck can have up to 60 cards of three basic card types: Monster, Spell and Trap. Each type is then broken up into smaller classes that reflect a card's summon requirements or effects in battle. Build your three decks to optimize specific strategies—study your opponent and select the best deck before each duel.

NORMAL MONSTER CARDS

You can summon one Normal Monster card during the Main Phase each turn. High-level monsters (level 5 and higher) require an offering, or tribute, of one or two monsters to summon.

EFFECT MONSTER CARDS

Effect Monster cards have special effects. Summon them the same way as Normal Monster cards. There are five effect types: Continuous, Cost, Flip, Multi-Trigger and Trigger.

RITUAL MONSTER CARDS

To summon a Ritual Monster card, you must have the correct Ritual Spell card and enough Monster cards on the field. A Ritual Monster card's attack is stronger than a Normal Monster card's.

FUSION MONSTER CARDS

You'll need to have the Spell card Polymerization and the corresponding Fusion-Material Monsters to summon a Fusion Monster card. Fusion Monster cards are usually the strongest Monster cards.

SPELL CARDS

You can use most Spell cards during the Main Phase of your turn. Spell cards fall into six categories: Equip, Field, Normal, Polymerization, Ritual and Quick-Play.

TRAP CARDS

Once you place a Trap card, you can activate it any time after the beginning of your opponent's next turn. There are two Trap card types: Normal and Counter.

GET A GOOD MIX

Construct your deck with mostly Normal Monster cards then fill it out with a few Spell cards, Trap cards and various other Monster cards for balance.

LEVEL-ONE DUELISTS

When you begin the tournament, you can challenge five unique duelists, each ranked in five different attributes: Attack, Defense, Intellect, Luck and Strategy. Strengthen your deck as you obtain cards—you'll earn a booster pack each time you win a duel. Build up your deck before challenging Trusdale and Yugi Muto—they may be level-one duelists, but they're no pushovers.

TEA GARDNER

Tea Gardner's deck is well balanced with a variety of Monster cards and Life Point-replenishing cards. Strategy is her strongest attribute, but she is still one of the easiest duelists to defeat. Challenging Tea is a good way to become familiar with basic dueling tactics and to win new cards to boost your first deck.

TRISTAN TAYLOR

Tristan Taylor's deck is stacked with Monster cards that have high Attack and Defense. He also attaches Spell cards to his monsters to boost their Attack and Defense ratings. Bring your strongest level-four Monster cards and a few higher-level ones to crush him. Tristan's strongest attribute is Defense.

RYOU BAKURA

Ryou Bakura is a skilled strategist with moderate Attack and Defense attributes. His deck is packed with Spell and Trap cards, which he uses to enhance the monsters on his field and to cripple yours. Ryou also uses quite a few Effect Monster cards, so think before you attack!

TRUSDALE

Trusdale is one of the toughest level-one duelists—he possesses a very high Strategy rating. The longer a duel goes with Trusdale, the greater chance he will summon the powerful Exodia for an instant win. Bring a good balance of Monster, Trap and Spell cards, and plan every turn carefully.

YUGI MUTO

Yugi Moto is a talented duelist with amazing Luck and high Defense, Attack and Strategy. His deck is very well balanced and powerful, making him a serious challenge. Yugi's Luck allows him to turn a duel around in his favor quickly. Play cautiously—plan ahead and make every turn count to defeat him.

WARM UP WITH TEA, TRISTAN AND RYOU

Your first three opponents don't pose much of a threat—build a well-balanced 60-card deck to challenge them. Learn when to attack and when to defend. Sometimes none of the Monster cards in your hand will be strong enough to best your opponent's active Monster cards. If you can't attack, sacrifice a lower-level Monster card by placing it face-down in the defensive position to prevent a direct hit to your Life Points. You'll face the first three duelists several times, and as you win new cards and boost your card trunk, victory will be a breeze.

MAKE THE MOST OF YOUR MONSTERS

High Tide Gyos
ATK 1650 DEF 1300
Penguin Soldi
Aqua/Effect
FLIP: You can return up to 2 Monster Cards from the field to the owner's hand.
ATK 750 DEF 500
Penguin Soldier

Fill your first deck with level-four monsters that possess high Attack or Defense. Higher-level monsters may be more alluring, but they require a tribute (or two) to summon. Toss in a few Effect Monster cards—their stats may be low, but effects can turn a duel in your favor.

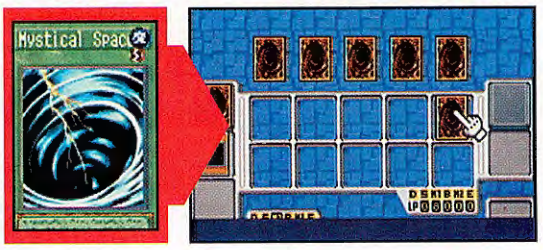
FINE-TUNE WITH SPELLS AND TRAPS

The right Spell and Trap cards can make all the difference in a close duel. They can eliminate your opponent's cards from the field, block them, or counter their effects and attacks—protect your cards and destroy your opponent's card in the process!

RAMP UP WITH TRUSDALE AND YUGI MUTO

Trusdale and Yugi Muto pose a much greater challenge than the other three level-one duelists—it will take planning, strategy and the right cards to triumph over them. Be patient as you collect more-powerful cards and select Spell cards that boost the Monster cards in your deck.

TRUSDALE'S SPELL & TRAP TRICKERY



When Trusdale places cards in the Spell & Trap Zone on the field, destroy them with cards such as Mystical Space Typhoon or Harpie's Feather Duster before you summon a Monster card. Trusdale uses many Trap and Spell cards that will destroy one or all cards on the field as soon as you summon a monster.

LUCK OF THE DRAW, OR JUST PLAIN LUCKY?

Before you challenge Yugi Muto, edit your deck so that it contains all your strongest level-four Monster cards (those with the best Attack and Defense), and higher-level ones. Sprinkle in some Spell and Trap cards, such as Dark Hole or Raigeki, to take out his strongest Monster cards.

LEVEL-TWO DUELISTS

After you defeat all the level-one duelists three times or more and collect at least half the cards in a booster pack set, you'll unlock a level-two duelist. You won't necessarily unlock the level-two duelists in the order we've placed them in below—it all depends on which booster packs you've been collecting.

REX RAPTOR

Rex Raptor plays it safe. His deck is well balanced and boasts many lower-level Monster cards—most of which have higher Defense than Attack. He also has a few hard-hitting trump cards as well. Rex is the easiest level-two duelist to defeat.

ESPA ROBA

Espa Roba thrives on knowing what cards are in her opponent's field, especially face-down cards. Her deck is loaded with Trap and Spell cards that will either force any face-down cards on the field to be flipped and summoned or will prevent you from summoning face-down cards. Espa's strong points are her Attack and Strategy.

WEEVIL UNDERWOOD

Weevil Underwood is a tough duelist with high Attack, Intellect and Strategy levels. His deck is crawling with Insect-type Effect Monster cards, such as the Man-Eater Bug and the Needle Worm. The Man-Eater Bug can instantly destroy any monster, and the Needle Worm moves five cards from the top of your deck to the Graveyard when it is destroyed.

BONZ

Bonz has very high Attack, Defense and Strategy attributes, making him one of the toughest level-two duelists. He's a master at using Trap cards to cripple his opponent. Bonz tends to play at least one Trap card per turn, so load your deck with anti-trap Spell cards such as Remove Trap, and counter-type Trap cards such as Seven Tools of the Bandit.

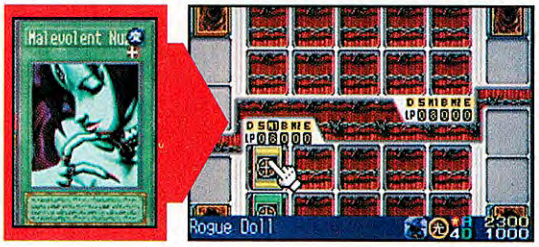
MAKO TSUNAMI

Mako Tsunami has a passion for Fish- and Aqua-type Monster cards and Spell cards that enhance his aquatic beasts. His strongest attributes are Attack and Luck. Mako likes to use a card combo that makes him impervious to any attacks against his Life Points—counter his signature play with cards that destroy Trap and Spell cards.

ARE YOU UP TO THE CHALLENGE?

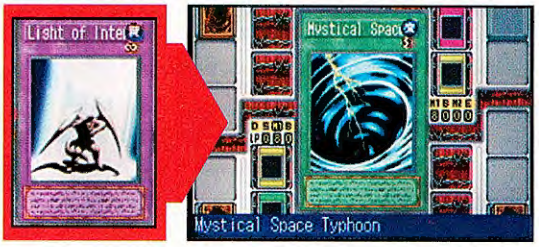
The level-two duelists will pulverize anyone who hasn't properly prepared his or her deck—they use more specialized decks and strategies than the level-one duelists. You'll need stronger Monster cards, a good selection of Trap and Spell cards and keen strategy to duel your way to the top.

RIP REX TO SHREDS WITH HIGH ATTACK



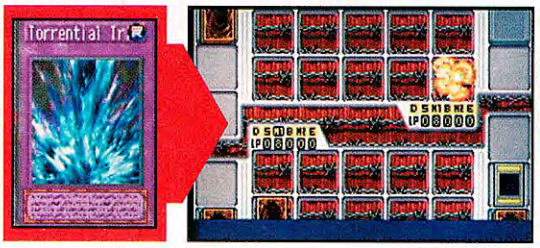
Boost the Attack of your Monster cards with Spell cards, such as Malevolent Nurse, at every opportunity—Rex won't stand a chance against you. He does have a few Monster cards with high Attack, such as the Launcher Spider, but if you strike hard and fast, he won't have a chance to play them.

TRIP UP ESPA'S TRAPS



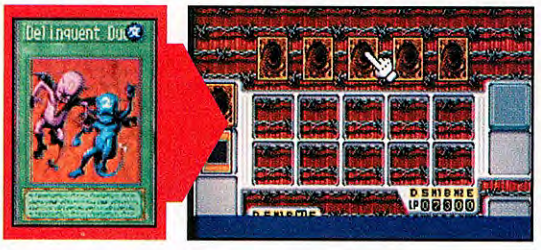
Espa possesses some hard-hitting monsters that you'll want to defend against, but with her collection of Trap cards, such as Light of Integrity, she'll try to prevent you from playing defensively. Take out her Trap cards with trap-destroying cards such as Mystical Space Typhoon and Harpie's Feather Duster.

DESTROY WEEVIL'S DEFENSES



Weevil is fond of flip-activated Effect Monster cards. If you see a face-down card, chances are it's one of his insects. Rather than risk walking into a flip trap, destroy any face-down cards in Weevil's Monster Card Zone with Trap cards such as Torrential Tribute or Ceasefire.

SABOTAGE BONZ WITH SPELLS



Bonz seems to have an endless supply of Trap and Effect Monster cards at his disposal. Use Spell cards to take out his Trap cards and counter his Effect Monster cards—Delinquent Duo, which will force your opponent to discard two cards, will limit Bonz's options.

TURN THE TIDE AGAINST MAKO

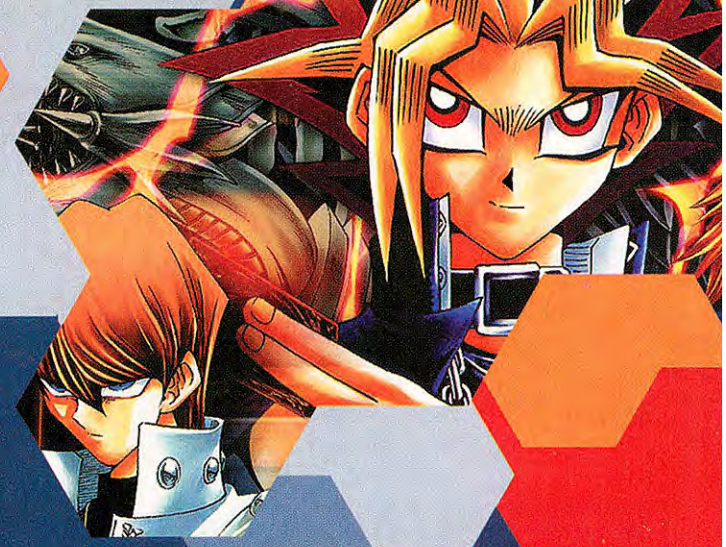
When Mako pulls out his Umi and Tornado Wall card combo, you won't be able to damage his Life Points directly until you dispose of one of the cards—it's a tough combo to beat. A few spell-blocking or trap-eliminating cards, such as Magic Jammer, will bring his protective wall crumbing down.

STUDY YOUR OPPONENT'S DUEL STYLE

After you've challenged the duelists a few times, you'll get a feel for which cards are in their decks and what strategies they favor. Consider your opponent before you issue a challenge—adjust your deck to hit his or her weak points and to counter the strong points.

BUILD A CHAMPION-WORTHY DECK

As you unlock and challenge more duelists, the battles will become tougher. Each time you win a new booster pack, swap out your weaker cards for any stronger ones. Maintaining your deck and building a strategy around it is the key to becoming a champion.



OUT WITH THE OLD, IN WITH THE NEW

Sangan
Fiend/Effect
When this card is sent from the field to the Graveyard, move 1 monster with an ATK of 1500 or less from your Deck to your hand. Your Deck is then shuffled.
ATK 1000 DEF 600
Sangan

Pay close attention to the cards you get after you win a duel. Swap out any cards in your deck that aren't as effective as the new cards in your trunk. A shimmering card name indicates a rare find—the card usually deserves a spot in your active deck.

BUILD SPECIALIZED DECKS

You have three 60-card decks at your command to customize as you choose. Tailor each deck for very specific strategies, or build one to be well rounded and two to specialize. When creating highly specialized decks, keep the ratio of Monster cards to Trap and Spell cards high.

CHOOSE YOUR REWARDS WISELY

For every duel you win, you get to select a new booster card pack. There are five booster pack sets to choose from when you start the game. Each leans toward a specific theme and corresponds with a level-two duelist. Consider what kinds of cards you want before you choose your prize.

UNLOCK YOUR DECK'S POTENTIAL

After you defeat the level-two duelists several times, you will unlock new booster card packs that contain more-powerful cards and some particularly rare ones. Fortify your deck with the new cards—you'll need a stronger deck to stand a chance against the duelists that await you.

MAKE A DUEL CONNECTION

You and a friend can link up your Yu-Gi-Oh! World Championship Tournament 2004 Game Paks to trade cards and duel each other. Linking up is a great way to practice your dueling strategies and to obtain rare cards. You'll need two GBAs, two copies of the game and one GBA Link cable.

LINK UP TO TRADE CARDS

Does your friend have that Change of Heart card you've been dying to get your hands on? Or do you have a card your friend has been trying to find? Link up and trade! Trading cards is a great way to fill out your deck with rare cards. You can trade one card at a time from your trunk (not from your deck).

HONE YOUR DUELING SKILLS WITH A FRIEND

There's no better way to prepare for this summer's tournament—or simply to have a little one-on-one Yu-Gi-Oh! fun—than to link up for a friendly duel. The rules in a link duel are the same as in a normal duel. Connect your Yu-Gi-Oh! WCT 2004 Game Paks and select the attack order. May the better duelist win!

LET THE DUELS BEGIN!

Yu-Gi-Oh! WCT 2004 lets you discover your true dueling potential. If you dream of one day being named the Yu-Gi-Oh! World Champion, you'd better start practicing. When you purchase the game, you'll get the three limited-edition cards (Fairy King Truesdale, Kinetic Soldier and Slate Warrior). Check out konami.com for details on this summer's exciting tournament—the time is drawing near!

HIP GAMES EXECUTES A SECOND STRIKE WITH ITS CT SEQUEL.

TEEN T CONTENT RATED BY ESRB
Violence
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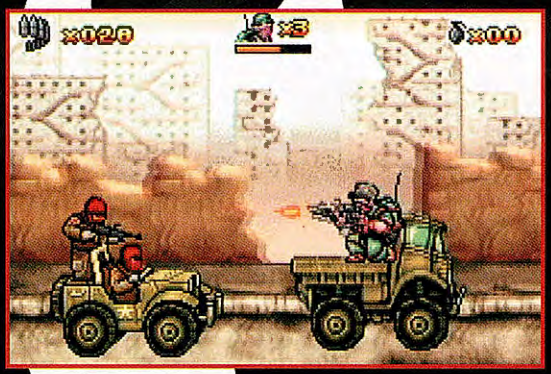
COUNTER TERRORIST
CT SPECIAL FORCES 2

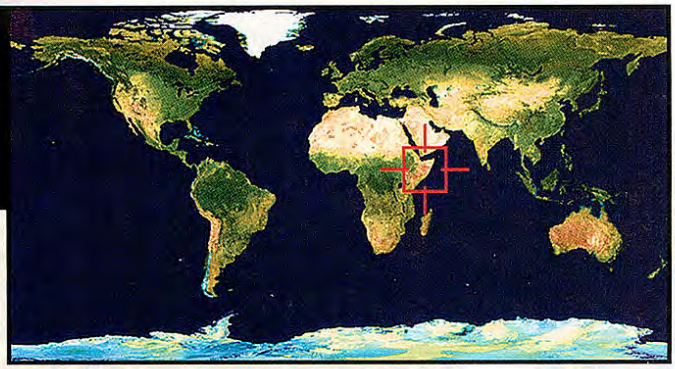
BACK IN THE TRENCHES

Following close on the heels of one of last year's biggest GBA surprises, Hip Interactive brings L.S.P.'s European hit, CT Special Forces 2, to North America. The military thriller combines a serious story with seriously fun gameplay. Go back to the trenches for awesome combat and old-school action.



There's a little bit of everything in CT Special Forces 2: overhead-view flying, side-view platform play, vehicular battle, parachuting and a sniper mode. You can even link with another CTSF2 player and engage in a Time Attack competition. Along with play-mode variety, the game offers a voluminous supply of weapons, such as shotguns, smart grenades, bazookas and assault rifles. As you progress through the levels, you'll pick up ammunition and energy.

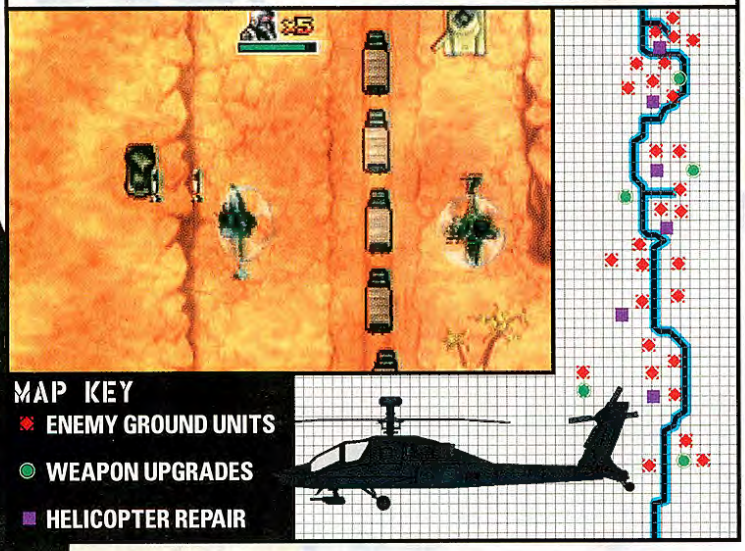
SCENARIO 1: THE CAPITAL IS UNDER ATTACK



A rebel army, led by the notorious Arum Baya, has descended upon the capital of an East African nation. Your mission is to take on rebel defenses and confront the commander. It's a lone-wolf detail, but you'll receive radio assistance as you advance into the city.

MISSION 1: SUPPLY CONVOY ESCORT

Allied trucks are bringing supplies into the city on a route that is heavily defended by rebel forces. While piloting a helicopter, you must ensure that at least one truck makes it to its destination. Enemy tanks will target the trucks while missile launchers and other helicopters attempt to take out your craft. Bomb the ground vehicles first, then gun down the copters.



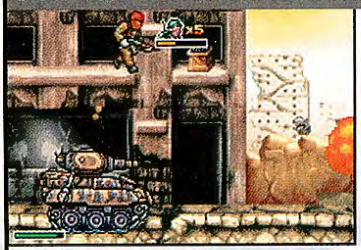
MAP KEY

- ENEMY GROUND UNITS
- WEAPON UPGRADES
- HELICOPTER REPAIR

MISSION 2: SLOW, STEADY ADVANCE

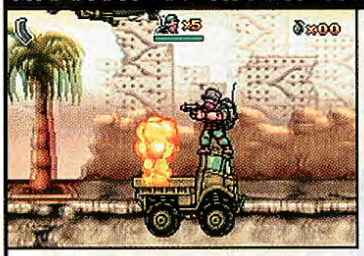
As the convoy makes its final approach, you must go on foot to clear the area of enemies. Fire on the orange barrels (or hit them with grenades) from a distance to make them explode. When the enemies are above you, fire straight up or at an angle to hit them before they can hit you.

STORM THROUGH THE CITY



Press R to hop into the unmanned tank and roll on to your destination. The tank has its own energy meter, but if it is destroyed, your soldier will lose a life. Use angled A Button shots to defeat enemies on ledges. You can hop out of the tank to collect pickups, but you won't need them.

MISSION 3: HITCH A RIDE



An allied truck will take you for a ride into the heart of the city. A helicopter will target the truck's bed with explosives. As soon as you see the whirlybird, hop onto the truck's cab to avoid the blast. Return to the bed to fire straight up at paratroopers and to line up shots at approaching vehicles. Jump over enemy blasts and counter with your own attacks.

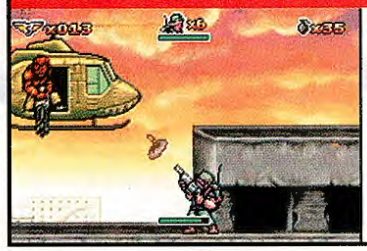
MISSION 4: TRACK DOWN ARUM BAYA

The rebel leader is near. You'll meet heavy resistance as you advance toward his position. While you climb buildings, blast enemies from below. When you see a sniper, ascend to his level quickly and take him out with lateral shots.

FALL, FIRE AND FREE THE HOSTAGES

You'll jump from the city's highest tower into a hostage situation. As you dive, press Left and Right to keep the horizonal indicator in the green zone, then press A to deploy your parachute when the vertical indicator is in the green. After you land, an arrow will point to five hostages, one after another. If you defeat all of the captors, you'll earn an extra life.

ROOFTOP RUMBLE



After you reach the top of the central building, Arum Baya will attack from a helicopter, spraying machine gun fire in all directions. Hit him with angled attacks, then take on Baya's men while you await another copter showdown. If you're running low on machine gun ammo, save it for your fight against the commander.

SCENARIO 2: NUCLEAR WARNING AT -30° C

A missing nuclear warhead has been discovered in the frozen North. A full-scale military operation would cause too much of a stir. You must go it alone—acquire the warhead, dismantle it and destroy the enemy organization that boosted the device.

MISSION 1: A HAIL OF BULLETS

Your second helicopter mission will be an intense battle above the frozen tundra. In addition to enemy ground and air units, a long-range weapon will target your craft. Stay out of the crosshairs, press the A Button to bomb ground targets and press the B Button to fire on air targets.

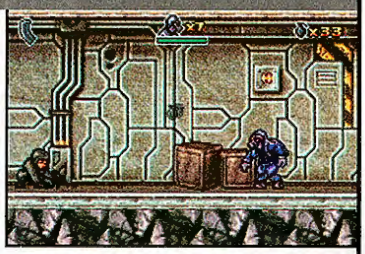
MISSION 2: FROZEN FRACAS

Ammunition is hard to come by on the mountain range. Destroy the orange barrels to expose pickups, and leave no path unexplored. When you face the enemy jeep, blast it with machine gun fire and toss grenades into its path. Shortly after you do away with the jeep, you'll take control of a tank. Use angled cannon fire to defeat the mortar launchers before they get off a shot.

MISSION 3: HOSTILE ENVIRONMENT

Climb to the top of the mountain to collect a smart-grenade launcher, using an orange barrel as a boost to reach the launcher's ledge, then advance to the right. When you reach the broken bridge, cross as quickly as you can to avoid the barrage of falling bombs.

RESCUE AND RUN



After you reach the right side of the bridge, you'll enter another hostage situation. There are five hostages, but more snipers. Missed shots waste time. Pull the trigger as soon as the crosshairs meet your target. After you enter the base, hide behind crates and toss grenades at your enemies.

MISSION 4: AIRLIFT AND ATTACK

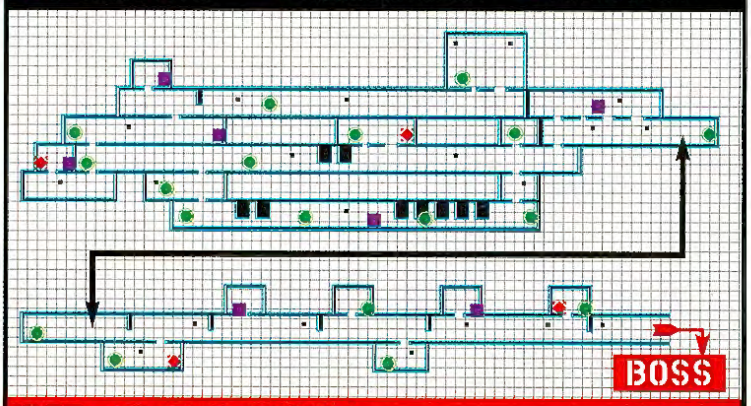
Fifteen hostages are scattered across the frozen landscape. Your copter can hold five passengers at a time. Once you have a full load, return to the launching pad to release the passengers and collect more energy. Don't open fire on the ground forces until you have saved the hostages in the area, or you'll risk hitting the innocents.

MISSION 5: BOOMING BASE

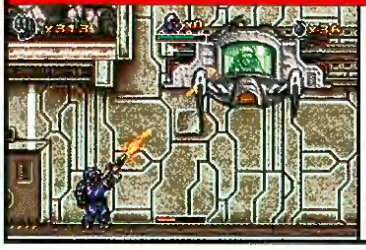
The enemies have put enough C-4 in their base to make it crumble. Run left from the start to collect ammo, then run right and enter the base. You'll receive a five-minute warning when you reach the left side. Follow the map below to the devices before time expires, then return to collect any items that you missed.

MAP KEY

C-4 EXPLOSIVES · AMMO/WEAPONS · FIRST AID KIT



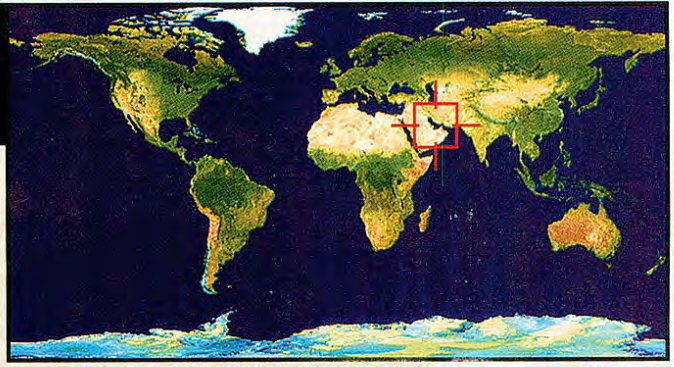
IGOR AT THE EDGE



The terrorist leader operates a machine gun-equipped pod that slides side to side. Stay at the edge of Igor's arena and use angled shots to hit his pod. He won't have any way to retaliate. When Igor releases a missile, move left and let the projectile hit the ground, then continue your attack.

SCENARIO 3: OPERATION SANDSTORM

Agent Jay 6 disappeared while investigating a suspected chemical weapons facility in the Middle East. Your mission has two objectives: find Jay 6, then destroy the facility's weapon-manufacturing laboratory. You'll begin with a helicopter mission over the desert and finish with a vehicle chase on the desert's surface.



MISSION 1: UNFRIENDLY SKIES

The desert battle heats up in a hurry with a helicopter mission to the weapons facility. You'll deal with ground forces and air forces, and find your craft in the crosshairs of as many as three long-range weapons at once. Move to the right from the start and pick up a pair of weapon upgrades. When the long-range targeting markers appear, steer out of their way.

MISSION 2: LOCATE JAY 6

On your way to the cell where Agent Jay 6 is being held, you'll pass by large groups of land mines. They'll trigger as soon as you're near. Move away from them before they explode. You'll hop into a missile-launching vehicle halfway through the mission. When you reach a tower, back up a tad to make your vehicle's gun angle upward and aim toward the top of the tower. Blast the baddie atop the tower, then move on.

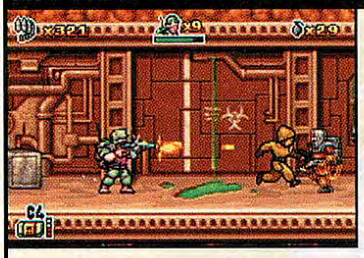
MISSION 3: ADVANCE TO THE LAB

As you begin your journey to the chemical weapons laboratory, you'll face a series of soldiers on towers. Fire on the first tower-topper from atop stack of barrels and crates. When you reach the next tower, step out of the way of the gunner's fire, then hit the enemy with smart grenades.

REFINERY FIRE

The refinery guards are equipped with flamethrowers and armor. Stay out of harm's way and toss grenades at your targets.

MISSION 4: TOXIC AVENGER



The chemical lab is dripping with lethal green ooze. Jump over the pools of chemicals and avoid the large deposits that drop from the ceiling.

PLANT EXPLOSIVES AND RUN

There are four strategic locations in the lab for C-4 placement. Each spot is marked with an arrow and an icon. Hold Down on the Control Pad and press the A Button to plant each explosive. You must place all four charges before you can exit the lab.

HOT PURSUIT

The mission will end with Ryad Al-Jahid and his accomplices chasing you through the desert. Al-Jahid, the pursuit vehicle's driver, fires single rounds, while his gunner releases several shots at once. Avoid fire from both enemies and concentrate your blasts on Al-Jahid. When the vehicle draws near, be ready to take on a group of leaping swordsmen.

YOU'VE WON THE BATTLES, BUT THE WAR RAGES ON!

With three operations complete, two remain. The next stop is Southern Europe, where you'll track down major players in the plutonium trade. Gameplay variety continues, too, with more vehicle fights, sniper missions and air battles. Move carefully, seek out energy pick-ups and watch for cover.

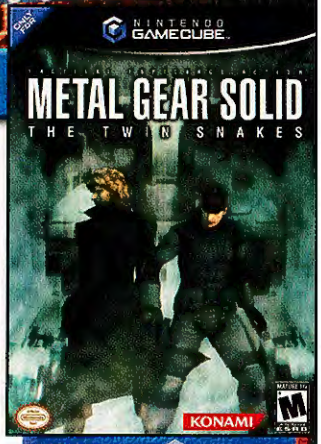
NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES MAY 2004

★★★★★ EXCELLENT ★★★★ GREAT ★★★ GOOD ★★ SO-SO ★ POOR

METAL GEAR SOLID: THE TWIN SNAKES

Konami revisits innovative adventure MGS with a GCN-exclusive update.



- Konami
- 1 player
- 2 discs

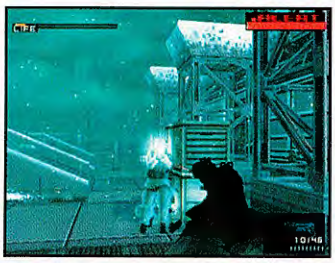
ALAN	★★★★★
CHRIS	★★★★½
GEORGE	★★★★½
SCOTT	★★★★½
STEVE	★★★★★

A twist-packed story of nuclear terror and biological tinkering provides the backdrop for one of the most well-received games of all time, now a GCN-exclusive thriller with updated graphics and gameplay. Metal Gear Solid: The Twin Snakes blends the storyline and situations of the original MGS adventure with the graphic quality and first-person perspective options of its sequel, Sons of Liberty, to make a game that will hit hard-core action gamers right between the eyes.

Step into Solid Snake's bio-engineered suit and venture stealthily into the Shadow Moses Island nuclear waste disposal facility to uncover fringe unit FOXHOUND's plans for world domination. As the story unfolds, you'll be treated to cut scenes that mirror those of the original game but have been reconstructed with a cinematic style. You'll also experience tough boss battles with new gameplay elements that take advantage of first-person perspective.

The devious behavior of computer-controlled enemies—searching hiding places, teaming up and calling for backup—makes every AI encounter an intense challenge, every victory key. For sophisticated, high-caliber adventure with a focus on mature gaming, nothing beats The Twin Snakes.

COMMENTS: Scott—Konami and Silicon Knights have done an amazing job of adding to the original experience in ways that make The Twin Snakes one of the most challenging and thrilling GCN games ever. Alan—It improves on the original in every respect: better AI, better graphics, better sound, better easter eggs, better cut scenes. Chris—A vast improvement over the original, particularly the cut scenes that flesh out the storyline. First-person perspective is helpful, and the tougher AI presents new challenges for MGS veterans.



MATURE 17+ ESRB

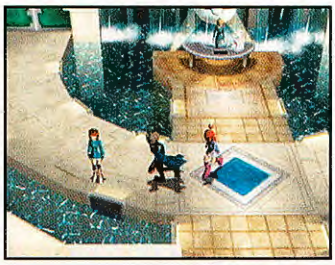
Blood and Gore
Suggestive Themes
Violence

POKéMON COLOSSEUM

Pokémon evolves with a full-blown Story mode and an epic tournament.

Opening on the dusty outskirts of new area Orre and spilling out into bustling burgs and desert oases, Pokémon Colosseum's Story mode is a stunning 3-D adventure with beautiful artwork, humor and two-on-two Pokémon confrontations. As a Trainer with secrets, you can Snag tainted Shadow Pokémon from other Trainers and put them on your team, reintroducing them to their abilities. You'll need strong Pokémon and the help of a psychic sidekick to bring down the criminal organization that threatens Orre.

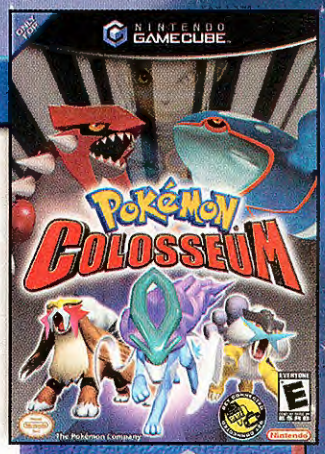
Most Story mode Pokémon are from Pokémon Gold and Pokémon Silver. The Trainers are new, and many of them are a riot, such as the disco-influenced Miror B., who sports a red-and-white Poké Ball hairstyle and strikes a "Stayin' Alive" pose during duels.



You can enter your team in the game's Battle mode for Colosseum matches or a 100-Trainer skirmish royale on Mt. Battle. In addition to using Pokémon from Story mode, you can import teams from the GBA Pokémon games into the fray. Multiplayer Gang Battles require GBA systems and GCN-GBA connections. The Battle Now option allows you to adopt a randomly selected team and get right into the mix.

Incredible production values blend with a deep story and a stand-alone battler to make for the most ambitious and well-executed Pokémon game to date.

COMMENTS: Jessica—If you're not a Pokémon fan yet, Colosseum will make one out of you. The Story mode, variety of Battle mode options and amazing level of detail give the game an immeasurable amount of fun and replay value. Scott—Drama comes to the Pokémon universe along with a new style of gameplay. The game's story and style will appeal to older RPG fans as well as Pokémon fans. Chris—The best console Pokémon game to date.



- Nintendo 48
- 1 to 4 players simultaneously
- GBA Connectivity

ALAN	★★★★½
CHRIS	★★★★½
GEORGE	★★★★★
JESSICA	★★★★★
SCOTT	★★★★½

EVERYONE E — CONTENT RATED BY ESRB — Mild Fantasy Violence

JAMES BOND 007: EVERYTHING OR NOTHING

Third-person perspective gives Bond's latest adventure cinematic style.

Rappelling down a burning building while targeting machine gun-equipped villains, James Bond dives into his new adventure with signature 007 flair. The first GCN Bond title to show the action from third-person perspective puts the spotlight on Pierce Brosnan's super agent as he uses more than 20 weapons and gadgets to bring down the bad guys. He also drives and flies through four exotic locations.

In addition to Brosnan, the game features the likenesses and voices of recent Bond-movie regulars John Cleese and Judi Dench, Bond newcomers Shannon Elizabeth, Heidi Klum, Mya and Willem Dafoe, and fan favorite Richard Kiel as metal-mouthed villain Jaws. The game's recognizable talent and high production values give it movielike quality.

Play control is near perfect in both on-foot and vehicle-based missions, and Bond is equally effective when fighting with weapons or fists. Since the agent is often outnumbered by enemies and he can take direct missile shots while suffering nary a scratch, the action is far from realistic, but the Bond franchise has always been more fantasy than reality. Signature Bond Moves add more 007 flair and bonus points.

Multiplayer missions allow for cooperative and competitive play, making for lasting gameplay long after the adventure is over.

COMMENTS: Scott—Bond steps out in front of the camera this year, and the result is the most visually stunning James Bond game to date. All the Bond cues are included—theme song, gadgets, clever quips and beautiful distractions—and there's enough action to make a would-be agent sweat. Chris—The third-person perspective is ideal for James Bond. The game has amazing play value—tons of levels including unique co-op missions and multiplayer arena modes.

- EA 9
- 1 to 4 players simultaneously

ALAN	★★★★★
CHRIS	★★★★★
GEORGE	★★★★★
SCOTT	★★★★½
STEVE	★★★★★

TEEN T — CONTENT RATED BY ESRB — Suggestive Themes Violence

MVP BASEBALL 2004

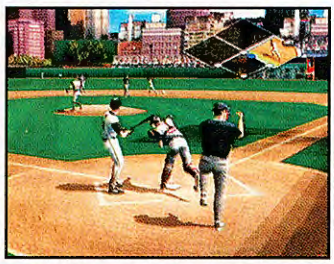
The bases are loaded for EA's deep, detailed and realistic baseball sim.

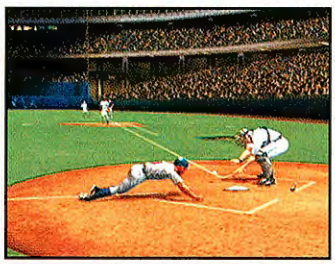
Offering a studied approach to the nation's pastime without giving up the plug-and-play aspect that makes great sports games fun, EA Sports's MVP Baseball becomes the franchise to beat with its 2004 edition, the first for the GCN.

Although the game's pitching interface, with its three-step power meter, is more complex than that of most baseball games, the intuitive control allows you to throw on-target pitches after a few practice tosses. Hitting, the main gameplay improvement over MVP Baseball 2003, is pure and simple. As long as your timing is right, you'll put wood on the ball. The challenge is in making a solid connection and finding the gaps, just like it is in the real game. A bank of gameplay options allows you to make some aspects, such as fielding and baserunning, assisted or automatic.

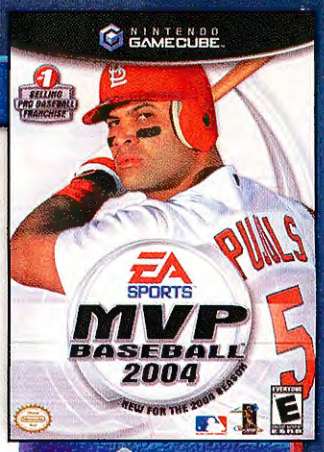
The extensive Dynasty mode puts you in charge of a franchise's MLB, AAA and AA teams—you can play or manage every game, move athletes from team to team, make trades, receive scouting reports and even work on team chemistry. If you meet goals that are tied to your franchise's strengths, you'll get bigger budgets to afford higher-priced players.

MVP challenges, which you can fulfill in any mode, unlock 52 Hall of Fame players, 60 classic jerseys and eight retro stadiums. The game's tie to baseball's past is as elegantly crafted as its take on today's MLB.





COMMENTS: George—Baseball's answer to the Madden NFL series. Alan—The most enjoyable baseball game I've ever played, and that includes High Heat. Chris—The player motion is jaw-droppingly realistic and the pitching/hitting controls are fantastic. It's as real as it gets. Jessica—Easy to control, even if you aren't very familiar with baseball. Extensive RPG-like player- and team-building elements add depth.



- EA 335
- 1 to 2 players simultaneously

ALAN
CHRIS
GEORGE
JESSICA
STEVE

EVERYONE
E
CONTENT RATED BY ESRB

WORMS 3D

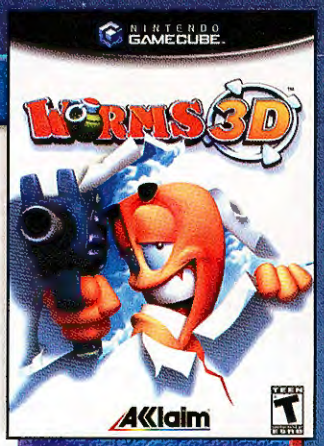
The bait bites back—squirmers skirmish in a hilarious war sim.

Cartoonish critters face off in turn-based battle as the classic Worms war-strategy series crosses into a new dimension. Teams consist of six crawlers each. As combat maneuvers commence in a wide variety of 3-D environments, you have a limited amount of time to put your soldiers into place and conduct attacks on enemy units. More than 30 standard weapons and tools and six special weapons, such as the Banana Bomb and the Super Sheep, vary in trajectory and explosive power. Some blow large holes in the environment, creating new obstacles or wider openings for opposing armies. While planning your attack, you can view the scene from over your worm's shoulder, from first-person perspective or from a bird's-eye view.

Single-player modes consist of a comprehensive tutorial, a long campaign and a series of challenges—both battles and accuracy-testing target competitions. Multiplayer scenarios are all-out deathmatches on your choice of landscapes. Players can customize their teams, down to a choice of special weapons, worm names, flags and dialects.

The colorful graphics fit well with the game's lighthearted sense of humor, which has a distinctive British-comedy edge. Play control is intuitive, though jumping can be a chore.

COMMENTS: Steve—I'm happy to report that Worms has survived the transition to 3-D. The game is every bit as charming and addictive as its predecessors. Jessica—This game is insanely fun, like all other Worms titles, but the 3-D controls are a little tough to master. The wind is pretty unruly. Gauging and using it to your advantage is far more difficult than in past Worms games. Chris—The lack of a decent targeting system makes the game brutally difficult, particularly against the computer.



- Acclaim 10
- 1 to 4 players simultaneously

ALAN
CHRIS
GEORGE
JESSICA
STEVE

TEEN
T
CONTENT RATED BY ESRB

Cartoon Violence

SCOOBY-DOO!: MYSTERY MAYHEM

- THQ 3
- 1 player

EVERYONE E CONTENT RATED BY ESRB

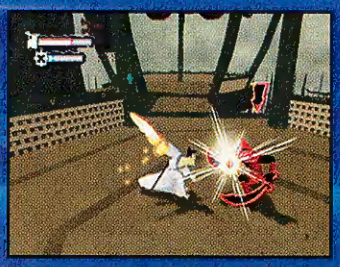
Complete with cartoonish graphics and wacky wisecracks delivered by the Scooby-Doo! TV cast, Mystery Mayhem looks and sounds like the show. While the whole gang offers support, Shaggy and Scooby are the stars. As you solve puzzles, collect sandwich ingredients to unlock minigames and search for the Tome of Doom, you can switch control between the two. Control is touchy and moves are limited, but the game has great atmosphere.

CHRIS ★★½
GEORGE ★★★
JESSICA ★★★
SCOTT ★★½
STEVE ★★

SAMURAI JACK: THE SHADOW OF AKU

- Sega 35
- 1 player

TEEN T CONTENT RATED BY ESRB — Mild Violence



Flashy moves, stylized art and cool characters make Samurai Jack's GCN turn every bit as entertaining as his animated series. Join Jack in battle against classic foes, such as Mad Jack, Scotsman and Aku, over the course of 24 levels in four realms. Every victory gives you Zen Energy, which you can use to initiate slo-mo Sakai Mode. The areas are large and spread out, encouraging you to explore for stolen artifacts and imprisoned villagers.

ALAN ★★★★
CHRIS ★★★½
GEORGE ★★★★
JESSICA ★★★½
SCOTT ★★★★

HE-MAN: DEFENDER OF GRAYSKULL

- TDK Mediactive 7
- 1 player

TEEN T CONTENT RATED BY ESRB — Fantasy Violence

With a mighty sword and bulging muscles, He-Man powers through Skeletor's army in an action-adventure that's equal parts battling and trap negotiation. The graphics and sound are fantastic, but slow-to-respond controls and non-intuitive level design make some challenges more frustrating than they are fun. The game would benefit from more straightforward hacking and slashing and less searching for hidden items.

ALAN ★★½
CHRIS ★★½
GEORGE ★★★
JESSICA ★★
STEVE ★★½

SERIOUS SAM: NEXT ENCOUNTER

- Global Star Software 3
- 1 to 4 players simultaneously

MATURE 17+ M CONTENT RATED BY ESRB — Blood and Gore Violence

There is very little that is serious about Serious Sam, a first-person shooter with joke-cracking combatants that owes a lot to the Duke Nukem games. A grown man in a diaper, a scary clown and an Elvis impersonator are among the 11 kooky playable characters. The single-player game follows a light story that strings together alien-battling encounters. Cooperative play and deathmatches round out the multiplayer action.

ALAN ★★★★½
CHRIS ★★★★½
GEORGE ★★★★½
JESSICA ★★★
STEVE ★★★

YU-GI-OH! WORLD CHAMPIONSHIP TOURNAMENT 2004

- Konami/128 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Mild Fantasy Violence

With a no-nonsense interface, more than 100 new cards (to bring the total to over 1,100) and new rules for the summer's Yu-Gi-Oh! card-battling competition, World Championship Tournament 2004 is the ultimate up-to-date card-playing sim for Yu-Gi-Oh! fans. The first batch of five opponents is easy to defeat, but the battles ramp up in difficulty as the tourney continues. The ability to maintain three decks adds versatility.

ALAN ★★★
CHRIS ★★★
GEORGE ★★★
JESSICA ★★½
STEVE ★★★

CT SPECIAL FORCES 2: BACK IN THE TRENCHES

- Hip Games/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

TEEN T CONTENT RATED BY ESRB — Violence

Combining overhead-view helicopter levels with side-scrolling soldier and tank levels, CT Special Forces 2 is a sharp action title with great control and lots of surprises. The five-world, 20-stage story is a serious terrorist-threat yarn, but the game's cartoonish art style and old-school play are pure fun. Every level offers a new challenge, be it escorting a convoy or firing at baddies from a moving truck.

ALAN ★★★★★
CHRIS ★★★★★
GEORGE ★★★★★
SCOTT ★★★★★
STEVE ★★★★½

SCOOBY-DOO! 2: MONSTERS UNLEASHED

- THQ/64 Megabits
- 1 player

EVERYONE — Mild Cartoon Violence

Loosely based on the recent Scooby-Doo! movie, 2-D platformer Scooby-Doo! 2: Monsters Unleashed puts the whole Mystery, Inc. gang into the mix. They run, jump and collect Scooby Snacks, but some characters are better equipped than others to fight wandering rats and menacing ghosts. The graphics are big and bold, but the play control is slow to respond, making some situations difficult, bordering on frustrating.

CHRIS ★★
GEORGE ★★
JESSICA ★★
SCOTT ★★
STEVE ★½

SERIOUS SAM ADVANCE

- Global Star Software/ 64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

MATURE 17+ — Animated Blood Violence

Armed with a chainsaw and a time machine, Serious Sam cuts through history to chase down Mental's minions in an FPS that's flush with intensity. Gameplay is basic—no jumping, no Use Item button. Weapons and ammunition are abundant, and you'll need them; the enemies come at a quick clip and the touchy aiming controls guarantee that you'll miss a lot of shots.

ALAN ★★
CHRIS ★★★
GEORGE ★★★
JESSICA ★★
SCOTT ★★½

SITTING DUCKS

- Hip Games/32 Megabits
- 1 player

EVERYONE

A duck and an alligator hop and waddle through 20 item-collecting missions in an overhead-view adventure that is quirky but lacks polish. An arrow points you to your goal. If you run into an obstacle or an invisible barrier, your character will stop, stunned, for a moment and run time off the clock. Mission completion unlocks bonus races on motor scooters: an exercise in difficult play control and low visibility.

ALAN ★★½
CHRIS ★★½
GEORGE ★★½
JESSICA ★½
SCOTT ★★

KEY

GCN — GBA — 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE · ARCADE · FIGHTING · PLATFORM · PUZZLE · RPG · RACING · SHOOTER · SPORTS · STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's critics has ranked 10 game genres in order of preference, with the favorite game type appearing first.

ALAN:
CHRIS:
GEORGE:
JESSICA:
SCOTT:
STEVE:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EC — Early Childhood
- E — Everyone
- T — Teen (13+)
- M — Mature (17+)
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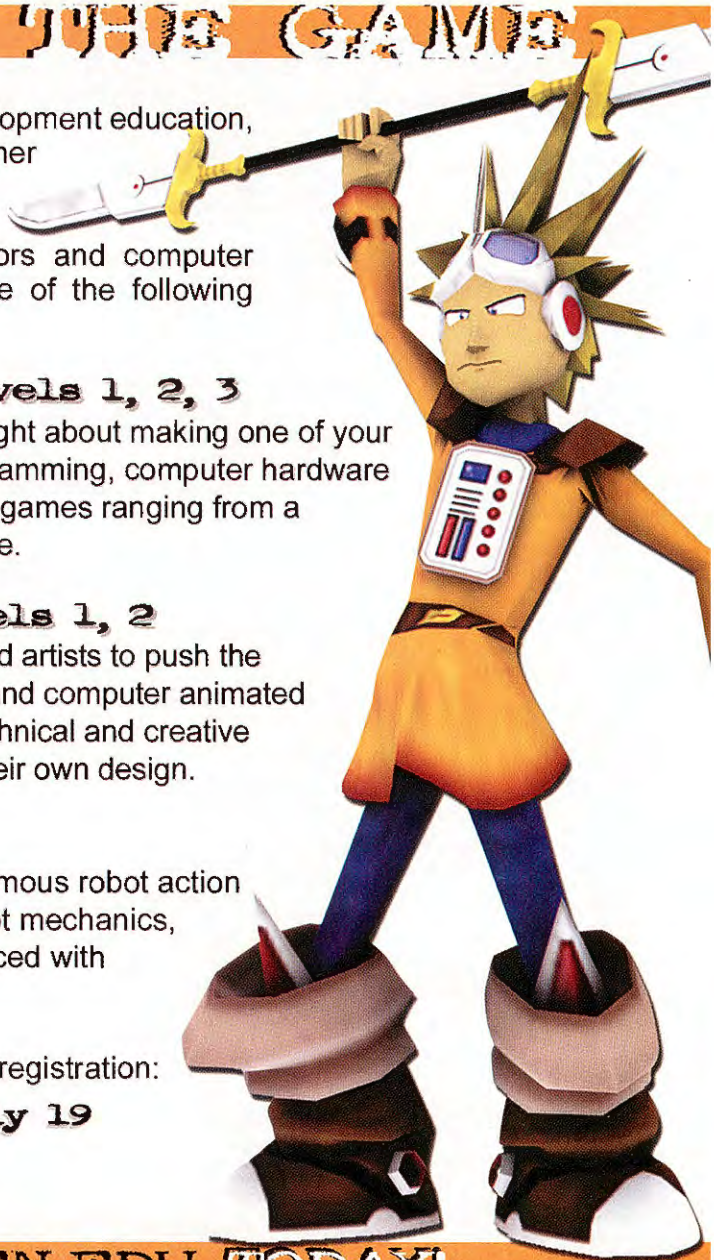

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THE NINDEX

GAME INDEX VOLUME 179—MAY 2004

Animal Crossing: 89
Astro Boy: Omega Factor: 19
Batman: Rise of Sin Tzu (GCN): 72
Blowout: 72
Catwoman: 16
Conflict: Desert Storm II—Back to Baghdad: 71
CT Special Forces 2: Back in the Trenches: 114-117, 121
CT Special Forces 3: Navy Ops: 20
Custom Robo: 46-50
Dragon Ball Z: Super Sonic Warriors: 16
Duel Masters (GBA): 17
Final Fantasy: Crystal Chronicles: 83-88
Finding Nemo (GCN): 69
Future Tactics: The Uprising: 18, 82
GoldenEye 2: 16
Harry Potter and the Prisoner of Azkaban: 78-81
He-Man: Defender of Grayskull: 121
I-Ninja: 71
The Incredibles (GCN & GBA): 17
James Bond 007: Everything or Nothing (GCN): 52-59, 119
Judge Dredd: Dredd vs. Death: 20
Killer 7: 76
Looney Tunes: Back in Action: 70
The Lord of the Rings: The Return of the King (GCN): 69
Mario vs. Donkey Kong: 17
Mega Man Battle Network 4: 77
Mega Man X: Command Mission: 77
Metal Gear Solid: The Twin Snakes: 28-35, 118
Mission: Impossible—Operation Surma: 18
The Movies: 16
MVP Baseball 2004: 64-67, 120
NFL Street: 69
Pikmin 2: 20
Pokémon Colosseum: 36-44, 102, 119
Pokémon TCG: 100-101
Resident Evil 4: 74-75
Samurai Jack: The Shadow of Aku: 20-22, 104-109, 121
Scooby-Doo!: Mystery Mayhem: 90-93, 121
Scooby-Doo! 2: Monsters Unleashed: 122
Second Sight: 16
Serious Sam Advance: 122
Serious Sam: Next Encounter: 121
Shining Force: Resurrection of the Dark Dragon: 82
Shining Soul: 72
Shrek 2: 60-63
Sitting Ducks: 122
Sonic Battle: 68
Sonic Heroes: 69
SpongeBob SquarePants: Battle for Bikini Bottom (GBA): 71
SSX 3: 70
Starsky & Hutch: 17
TimeSplitters 3: 16
Tom Clancy's Splinter Cell Pandora Tomorrow: 19
WarioWare, Inc.: Mega Party GameS: 18
Worms 3D: 94-97, 120
XGRA: Extreme G Racing Association: 70
Yu-Gi-Oh!: World Championship Tournament 2004: 110-113, 121

NINTENDO GAMECUBE TITLES CURRENTLY AVAILABLE

ADVENTURE

Aquaman: Battle for Atlantis
Army Men: Air Combat "The Elite Missions"
Batman Dark Tomorrow
Batman Vengeance
Beyblade: Super Tournament Battle
Beyond Good & Evil
Blood Omen 2
BloodRayne
Blowout
Buffy the Vampire Slayer: Chaos Bleeds
Casper: Spirit Dimensions
Charlie's Angels
Conflict: Desert Storm
Conflict: Desert Storm II—Back to Baghdad
Dead to Rights
Dinotopia: The Sunstone Odyssey
Disney/Pixar's Finding Nemo
Disney's Magical Mirror Starring Mickey Mouse
Disney's Tarzan Untamed
Dr. Muto
Enter the Matrix
Eternal Darkness: Sanity's Requiem
FireBlade
Freedom Fighters
Gotcha Force
Harry Potter & The Chamber of Secrets
Harry Potter & The Sorcerer's Stone
The Haunted Mansion
Hitman 2: Silent Assassin
The Hulk
James Bond 007: Everything or Nothing
Jimmy Neutron Boy Genius
Jimmy Neutron Boy Genius: Jet Fusion
The Legend of Zelda: Ocarina of Time/Master Quest
The Legend of Zelda: The Wind Waker
The Lord of the Rings: The Return of the King
The Lord of the Rings: The Two Towers
Luigi's Mansion
Metal Arms: Glitch in the System
Metal Gear Solid: The Twin Snakes
Metroid Prime
Minority Report
Mystic Heroes
Piglet's Big Game
Pikmin
Pokémon Channel
Prince of Persia: The Sands of Time
Reign of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Code: Veronica X
Resident Evil Zero
Roadkill
Robotech: BattleCry
Rocket Power: Beach Bandits
Rogue Ops
Scooby-Doo!: Mystery Mayhem
Scooby-Doo!: Night of 1,000 Frights
The Scorpion King: Rise of the Akkadian
The Simpsons: Hit & Run
Sonic Adventure 2: Battle
Sonic Adventure DX: Director's Cut
Spawn: Armageddon
Sphinx and the Cursed Mummy
Spider-Man: The Movie
SpyHunter
Star Fox Adventures
Star Wars Bounty Hunter
Star Wars: The Clone Wars
Star Wars Rogue Squadron II: Rogue Leader
Star Wars Rogue Squadron III: Rebel Strike
Superman: Shadow of Apokolips
Tom Clancy's Splinter Cell
Tonka Rescue Patrol
Top Gun: Combat Zones
True Crime: Streets of L.A.
Universal Studios Theme Parks Adventure
Viewtiful Joe
Wario World
X2: Wolverine's Revenge
Zapper

ARCADE/PARTY

Defender
Disney/Pixar's Monster's Inc.: Scream Arena
Disney's Party
Dragon's Lair 3D
Gauntlet: Dark Legacy
Hunter: The Reckoning
Ikaruga
Mario Party 4
Mario Party 5
Mary-Kate & Ashley Sweet 16: Licensed to Drive
Midway Arcade Treasures
Monopoly Party
Muppets Party Cruise
Namco Museum
Nickelodeon Party Blast
Pac-Man Fever
Pac-Man Vs.
Rayman Arena
Shrek Super Party
Sonic Mega Collection
Super Monkey Ball
Super Monkey Ball 2
Tom and Jerry in War of the Whiskers

FIGHTING

Batman: Rise of Sin Tzu
Bloody Roar: Primal Fury
Capcom vs. SNK 2: EO
Def Jam Vendetta
Dragon Ball Z: Budokai
Godzilla: Destroy All Monsters Melee
Legends of Wrestling
Legends of Wrestling II
Mortal Kombat: Deadly Alliance
Soul Calibur II
Super Smash Bros. Melee
Teenage Mutant Ninja Turtles
UFC Throwdown
Ultimate Muscle: Legends vs. New Generation
X-Men: Next Dimension
WWE Wrestlemania X8
WWE Wrestlemania XIX

PLATFORM

Billy Hatcher and the Giant Egg
Bomberman Generation
Crash Bandicoot: The Wrath of Cortex
Darkened Skye
Disney's Donald Duck: Goin' Quackers
Disney's PK: Out of the Shadows
The Fairly OddParents!: Breakin' da Rules
Frogger Beyond
Frogger's Adventures: The Rescue
The Hobbit
I-Ninja
Looney Tunes: Back in Action
Mega Man Network Transmission
Pac-Man World 2
Pitfall: The Lost Expedition
Rayman 3: Hoodlum Havoc
Rugrats: Royal Ransom
Samurai Jack: The Shadow of Aku
Shrek: Extra Large
Sonic Heroes
Spirits & Spells
SpongeBob SquarePants: Battle for Bikini Bottom
SpongeBob SquarePants: Revenge of the Flying Dutchman
Spyro: Enter the Dragonfly
Super Mario Sunshine
Tak and the Power of Juju
Taz: Wanted
Ty the Tasmanian Tiger
Vexx

PUZZLE

Bust-a-Move 3000
Disney's Hide & Sneak
Egg Mania: Eggstreme Madness
Super Bubble Pop
Tetris Worlds
ZooCube

RACING

18 Wheeler: American Pro Trucker
4 x 4 EVO 2
ATV: Quad Power Racing 2
Auto Modellista
Burnout
Burnout 2: Point of Impact
Cel Damage
City Racer
Crash Nitro Kart
Crazy Taxi
Dakar 2: The World's Ultimate Rally
Driven
Drome Racers
Extreme G 3
F1 2002
Freaky Flyers
Freekstyle
Freestyle Metal X
F-Zero GX
Grooverider: Slot Car Thunder
Hot Wheels: Velocity X
Hot Wheels: World Race
Jeremy McGrath Supercross World
Kirby Air Ride
Mario Kart: Double Dash!!
Mat Hoffman's Pro BMX 2
Monster 4 x 4: Masters of Metal
Monster Jam: Maximum Destruction
MX SuperFly
NASCAR: Dirt to Daytona
NASCAR Thunder 2003
Need for Speed: Hot Pursuit 2
Need for Speed: Underground
Pro Rally 2002
R: Racing Evolution
Rally Championship
The Simpsons: Road Rage
Smashing Drive
Smuggler's Run: Warzones
Speed Kings
SX Superstar
Tube Slider
Wave Race: Blue Storm
Wreckless: The Yakuza Missions
WWE Crush Hour
XGRA: Extreme G Racing Association

RPG/STRATEGY

Animal Crossing
Baldur's Gate: Dark Alliance
Cubivore
Evolution Worlds
Final Fantasy: Crystal Chronicles
Gladius
Goblin Commander: Unleash the Horde
Harvest Moon: A Wonderful Life
Lost Kingdoms
Lost Kingdoms II
Medabots Infinity
Phantasy Star Online Episode I & II
Phantasy Star Online Episode III: C.A.R.D. Revolution
Pokémon Colosseum
The Sims
The Sims: Bustin' Out
Skies of Arcadia Legends
Summoner: A Goddess Reborn
Worms 3D
Yu-Gi-Oh!: The Falsebound Kingdom

SHOOTER

Die Hard: Vendetta
James Bond 007: Agent under Fire
James Bond 007: NightFire
Medal of Honor: Frontline
Medal of Honor: Rising Sun
Men in Black II: Alien Escape
Red Faction II
Star Wars Jedi Knight II: Jedi Outcast
Tom Clancy's Ghost Recon
Tom Clancy's The Sum of All Fears
TimeSplitters 2
Turok: Evolution
XIII

SPORTS

1080°: Avalanche
2002 FIFA World Cup
Aggressive Inline
All-Star Baseball 2002
All-Star Baseball 2003
All-Star Baseball 2004
Backyard Baseball
Backyard Football
Beach Spikers
Big Air Freestyle
Black & Bruised
BMX XXX
Dark Summit
Dave Mirra Freestyle BMX 2
Disney Sports Football
Disney Sports Skateboarding
Disney Sports Soccer
Disney's Extreme Skate Adventure
ESPN International Winter Sports 2002
ESPN MLS ExtraTime 2002
Evolution Skateboarding
Evolution Snowboarding
FIFA Soccer 2002
FIFA Soccer 2003
FIFA Soccer 2004
Freestyle Street Soccer
Go! Go! Hypergrind
Harry Potter: Quidditch World Cup
Home Run KING
Kelly Slater's Pro Surfer
Knockout Kings 2003
Madden NFL 2002
Madden NFL 2003
Madden NFL 2004
Mario Golf: Toadstool Tour
MLB SlugFest 20-03
MVP Baseball 2004
NBA 2K2
NBA 2K3
NBA Courtside 2002
NBA Live 2003
NBA Live 2004
NBA Street
NBA Street Vol. 2
NCAA College Basketball 2K3
NCAA College Football 2K3
NCAA Football 2003
NFL 2K3
NFL Blitz 20-02
NFL Blitz 20-03
NFL Blitz Pro
NFL QB Club 2002
NFL Street
NHL 2003
NHL 2004
NHL 2K3
NHL Hitz 20-02
NHL Hitz 20-03
NHL Hitz Pro
Outlaw Golf
RedCard 20-03
Rocky
Sega Soccer Slam
SSX 3
SSX Tricky
Street Hoops
Swingerz Golf
Tiger Woods PGA Tour 2003
Tiger Woods PGA Tour 2004
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Virtua Striker 2002
Whirl Tour
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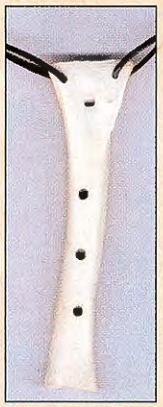

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VOLUME 180 — JUNE 2004

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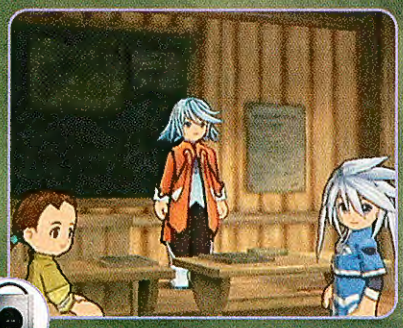
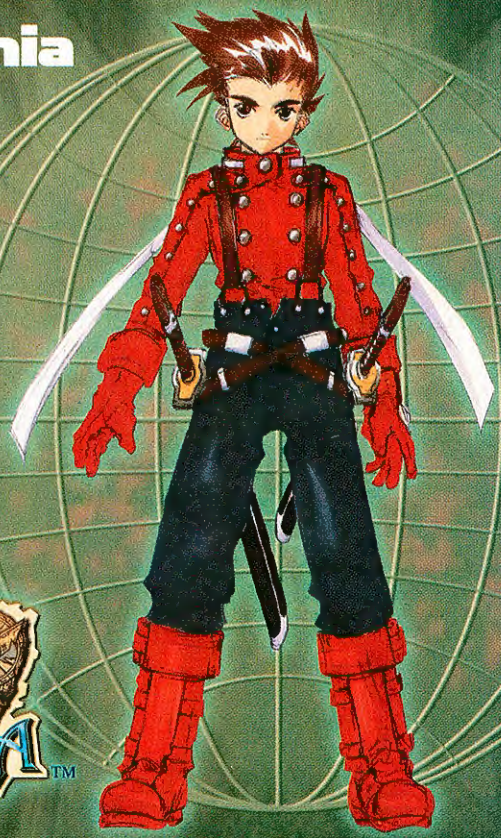


Tales of Symphonia

After selling over half a million copies in Japan, Namco is bringing its epic role-playing saga to the U.S. this summer. Our June issue will feature a full hands-on preview that RPG fans won't want to miss.



TALES OF SYMPHONIA™

Wario Returns!

Despite our best efforts to keep him out, Wario returns to the pages of Nintendo Power next month with WarioWare, Inc.: Mega Party Game$, the four-player GCN follow-up to last year's hilarious portable masterpiece.

WarioWare, Inc.: Mega Party Game$

Great GBA Previews & Reviews

Mario vs. Donkey Kong

Shining Force

Splinter Cell: Pandora Tomorrow

Crash Bandicoot Purple: Ripto's Rampage

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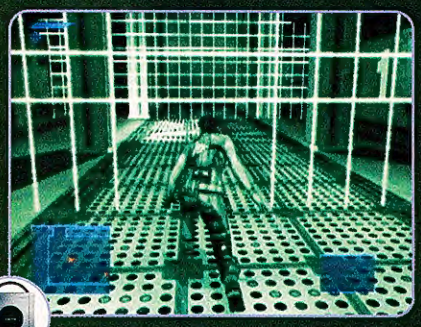
- SERIOUS SAM: NEXT ENCOUNTER
- STARSKY & HUTCH
- SPACE RAIDERS



Mission Impossible: Operation Surma

NP Goes to WrestleMania

We'll be attending WrestleMania XX at Madison Square Garden to get the scoop on THQ's latest WWE title for Nintendo GameCube. Check back next month for a full report on the game and an inside look at the event itself.

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• 59 Team Magma and Team Aqua Pokémon
• Dual Energy type Pokémon for enhanced game play
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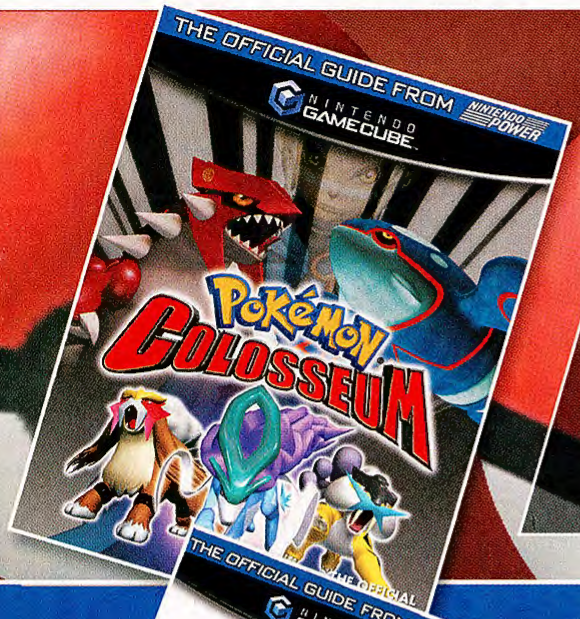


POKÉMON COLOSSEUM

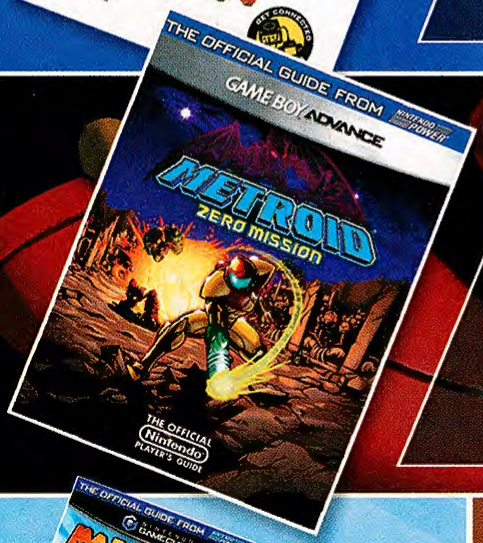
With two monumental games—a Battle mode and a Story mode set in the all-new Orre region—Pokémon Colosseum is the biggest title in the history of the series. You'll want tips from Nintendo's official Pokémon Trainers.

- The Story mode is filled with creatures that fans haven't seen since Pokémon Gold and Pokémon Silver—we'll help you Snag 'em all.
- After you beat the RPG, you can transfer your team to Pokémon Ruby and Pokémon Sapphire—our guide gets you there.
- Battle mode pits you against countless foes in single- and multiplayer stadiums—win the day with unbeatable strategies.

FINAL FANTASY: CRYSTAL CHRONICLES

Final Fantasy games are renowned for their attention to detail and mind-bending secrets—so what's a brave adventurer to do? Why, pick up the Official Player's Guide and make your journey a smashing success, of course!

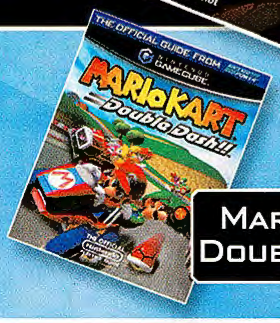
- Full-color maps of every area, including the location of every artifact and treasure chest
- Statistical info on every weapon, accessory, item and piece of armor



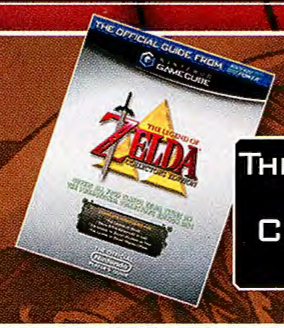
METROID: ZERO MISSION

For essential survival tips and info that even expert players might miss, pick up the Official Metroid: Zero Mission Player's Guide. It's the definitive source for details on the mission that defines Samus Aran.

- Complete callout-packed maps of every underground cavern, alien ship and ancient ruin
- A full walk-through with strategies for collecting all upgrades and items in record time



MARIO KART: DOUBLE DASH!!



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